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SPIDER-MAN™

OFFICIAL STRATEGY GUIDE

3D LEVEL MAPS!
GAME SECRETS AND BONUSES!

This game has received the following rating from the ESRB:

EVERYONE E Animated Violence

ESRB

ACTIVISION®

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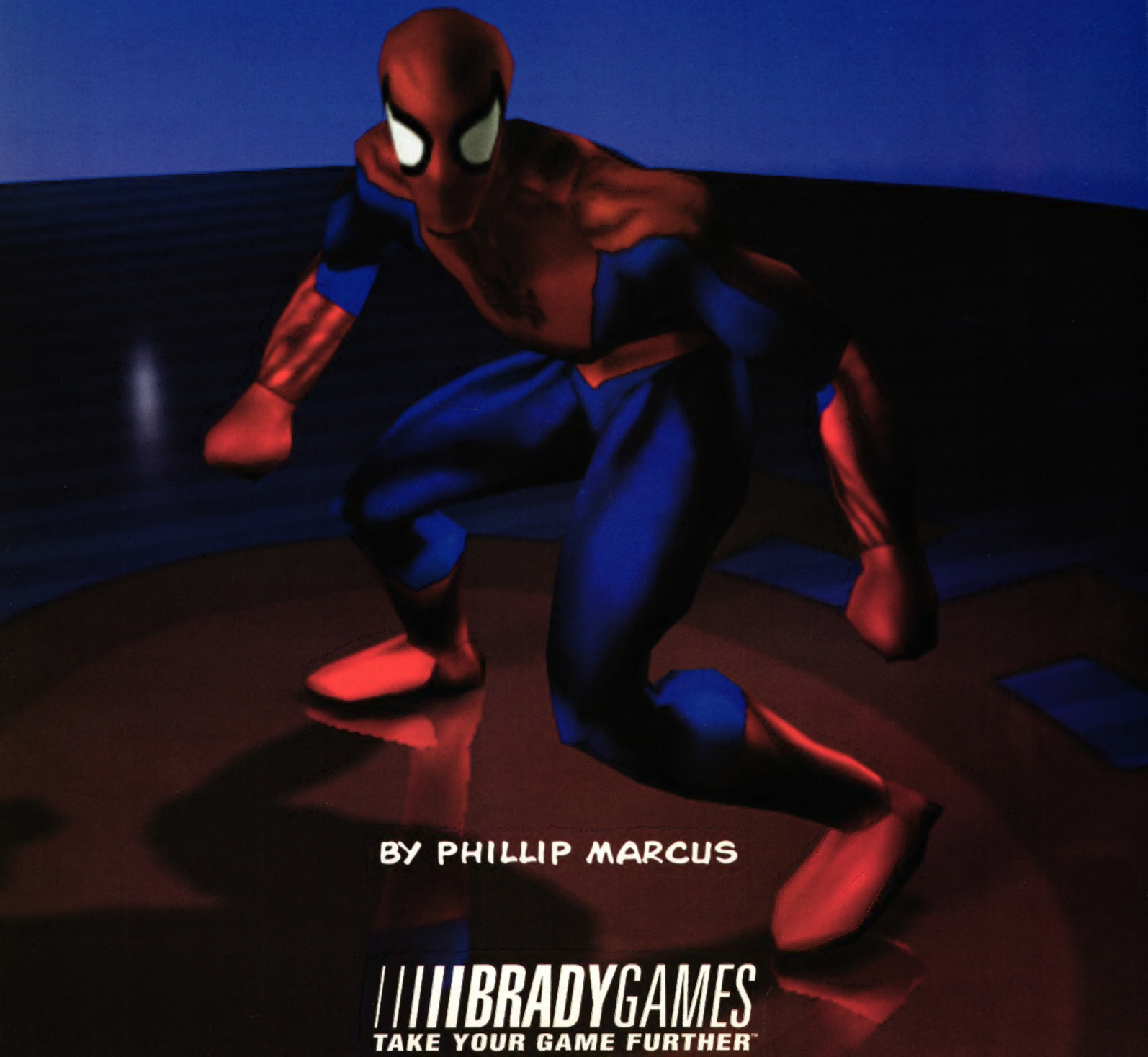
For the PlayStation® game console.

SPIDER-MAN™

OFFICIAL STRATEGY GUIDE



BY PHILLIP MARCUS

BRADYGAMES
TAKE YOUR GAME FURTHER™

SPIDER-MAN™ OFFICIAL STRATEGY GUIDE

Spider-Man™
Official Strategy Guide

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ABOUT THE AUTHOR: PHILLIP MARCUS PLAYS GAMES. REALLY. HE'S BEEN PLAYING GAMES FOR A LONG TIME, AND THAT DOESN'T LOOK TO BE CHANGING ANY TIME SOON. HE ALSO APPEARS TO WRITE STRATEGY GUIDES WITH SOME FREQUENCY. HE DOES NOT, HOWEVER, WEAR SKIN-TIGHT SPANDEX. REALLY.

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Introduction

Welcome to the world of the amazing Spider-Man! Created by the team at Neversoft (makers of the incomparable Tony Hawk Pro Skater), the Spider-Man game will take you on a wild romp through the Big Apple, facing some of Spidey's nastiest villains and meeting some of his greatest friends.

You'll have the opportunity to crawl or swing anywhere you want and pull off some really nifty tricks with Spidey's webbing. You'll go from the heights of the tallest buildings in New York to the depths of the sewers beneath, and this guide will walk with you (or swing with you) every step of the way.

So who is Spider-Man at heart? Skintight spandex, witty one-liners, and spectacularly cool powers are the hallmarks of super heroes everywhere, but in the case of Peter Parker, they are often simply a disguise to cover up the genuinely human nature of the man beneath. He couldn't have the bad guys knowing that he loves going over to Aunt May's for some of her cooking, or that he has to deal with very ordinary day-to-day problems as a reporter for the *Daily Bugle*. Admittedly, Peter has a few advantages in that respect. Crawling around on walls and swinging from webs makes for some good photojournalism. And when he's finally done with a hard day at work (whatever work that may be), he can go home to Mary-Jane Parker and relax.

Of course, you won't have much time to relax today. An old foe of Spider-Man has hatched a singularly nasty plot, and it's up to you to unravel the plan and then gum up the works with some webbing (and maybe even a few one-liners). Onward then, to the game!

CHAPTER 1

A GUIDE TO WEBSLINGING

YOU'VE GOT THE TIGHTS, YOU'VE GOT THE MISSION, NOW YOU JUST NEED THE CONTROLS. EVERYTHING YOU NEED TO KNOW ABOUT PLAYING THE GAME IS HERE, AND WHEN YOU'RE FINISHED CHECKING IT OUT, YOU SHOULD BE READY FOR SOME SERIOUS WALLCRAWLING.

BASIC CONTROLS

SPIDER-MAN IS AS AGILE AS YOU WOULD EXPECT. HE CAN JUMP EXTREMELY HIGH, SWING FROM HIS WEBS, AND CRAWL ON ANY SURFACE IN THE ENTIRE GAME.

JUMP (X)

JUMPING IS USEFUL IN MANY SITUATIONS, FROM JUMPING OVER GAPS TO GETTING AWAY FROM A GOOD MANY ANGRY ENEMIES. AT ANY TIME DURING YOUR JUMP, YOU CAN PRESS R2 TO SWING FROM YOUR WEBS. IF YOU JUMP ONTO A WALL, YOU WILL STICK TO IT. WHEN TRYING FOR ACCURATE JUMPS, GENTLE TAPS ON THE D-PAD DURING THE JUMP ARE THE BEST WAY TO STEER. ALSO, SPIDEY WILL JUMP HIGHER THE LONGER YOU HOLD THE BUTTON, SO TAPPING JUMP LIGHTLY WILL MAKE HIM PERFORM SHORT HOPS, WHICH ARE HANDY OCCASIONALLY.

PUNCH AND KICK (■ ●)

PUNCH AND KICK ARE SPIDEY'S BASIC ATTACKS. PRESSING EITHER BUTTON RAPIDLY THREE TIMES WILL CAUSE HIM TO GO THROUGH HIS THREE-HIT ROUTINE. IT IS ALSO POSSIBLE TO ATTACK WITH TWO PUNCHES AND FINISH WITH A KICK. KICKS CAUSE SLIGHTLY MORE DAMAGE, ESPECIALLY THE LAST HIT, BUT THEY ARE SLIGHTLY SLOWER. PUNCHES WILL DO THE MOST DAMAGE WHEN YOUR WEB GLOVES ARE ON. ALSO, BE CAREFUL NEAR EDGES; YOU WILL STEP FORWARD SLIGHTLY EACH TIME YOU PRESS PUNCH OR KICK. SPIDEY ALSO HAS ONE FINAL TRICK UP HIS SLEEVE: IF YOU PRESS ATTACK WHILE YOU ARE JUMPING, OR WHILE YOU HAVE AN ENEMY TARGETED IN FIRST-PERSON MODE, YOU WILL ZOOM DOWN AND SMACK YOUR TARGET QUICKLY.

TARGET MODE (L1)

YOU CAN PRESS L1 TO TARGET ENEMIES AND THEN UNLEASH ON THEM WITH SOME SERIOUS WEB ACTION.

GRAB (ATTACK + △)

YOU CAN USE THIS ON ALMOST ANY NORMAL ENEMY. GET UP CLOSE AND GRAB THEM, THEN PRESS ATTACK TO REPEATEDLY PUMMEL THEM IN THE HEAD. QUITE USEFUL FOR THE HUMOR FACTOR IF NOTHING ELSE, BUT YOU CAN ALSO USE IT TO GRAB AN UNSUSPECTING ENEMY FROM BEHIND AND KNOCK HIM OUT QUIETLY.

TRAP WEB (△)

PRESSING YOUR WEBBING ONCE WILL SHOOT A THIN STREAM OF WEB FLUID AT WHATEVER YOU HAVE TARGETED. THIS WORKS FOR FLIPPING SWITCHES AND ENSNARING ENEMIES. IF YOU HOLD THE BUTTON DOWN WHILE YOU HAVE AN ENEMY TARGETED, SPIDEY WILL CONTINUE TO FIRE UNTIL THE ENEMY IS COMPLETELY WRAPPED UP. KEEP IN MIND THAT THIS WASTES A LOT OF FLUID, AND IT DOES NOT WORK ON MANY BOSSES. YOU CAN USE THIS ATTACK IN FIRST-PERSON MODE.

WEB SWING (R2)

PROBABLY THE EXACT POSE THAT COMES TO MIND WHEN YOU THINK OF SPIDER-MAN—SWINGING THROUGH THE AIR FROM HIS WEBS. YOU CAN USE THIS MOVE ANYWHERE IN THE GAME, EVEN IF YOU ARE ON TOP OF A SKYSCRAPER AND THERE DOESN'T APPEAR TO BE ANYTHING ABOVE YOU. COMIC SUPERHERO MAGIC, OF COURSE. YOU CAN START SWINGING AT ANY TIME DURING A JUMP OR A FALL, AND SPIDEY WILL SWING IN THE DIRECTION YOU ARE POINTED. IF YOU ARE TRYING TO JUMP TO A DISTANT TARGET, TAP R2 REPEATEDLY UNTIL SPIDEY BEGINS TO SWING TOWARD IT. IF SPIDEY GETS HIT WHILE SWINGING, HE WILL GET KNOCKED OFF HIS WEB LINE, SO IF YOU KNOW YOU WILL BE UNDER FIRE, BE READY TO PRESS R2 AGAIN.

YOU CAN ALSO USE R2 IN FIRST-PERSON MODE TO INSTANTLY ZOOM TO WHATEVER POINT YOU HAVE TARGETED WITH THE RETICULE. LASTLY, IF YOU ARE MOVING SPIDEY IN ANY DIRECTION AND YOU PUSH R2 WHEN YOU'RE CLOSE ENOUGH TO A WALL, HE'LL SHOOT STRAIGHT TOWARD THE WALL AND STICK TO IT. THIS IS SIMILAR TO HIS ZIP LINE, BUT IN A MORE HORIZONTAL LINE RATHER THAN GOING STRAIGHT UP.

Web Zip Line (R1)

Shooting a web line straight up (or directly opposite whatever wall he happens to be clinging to), Spidey zooms up the web and sticks to the ceiling. This is good for quickly getting out of sight and for dodging some attacks. You can mix this in with your jumps and also use it while you are crawling across most surfaces.

Wallcrawling (Touch Any Wall)

What would Spider-Man be without the ability to climb wherever he wants? Thankfully, you can do just that. With a few very rare exceptions, every single level in the game is a wallcrawler's paradise. You will stick to a wall by jumping into it, swinging into it, or walking into it until Spidey climbs on. Remember that if you are crawling in a direction and the camera shifts, you will keep moving in the same direction until you release the D-pad. Basically this means you don't need to reorient yourself if the camera shifts suddenly, as long as you were moving in the right direction to begin with. You can go into first-person mode while sticking to a surface, use a variety of web attacks on enemies, or target another surface and swing to it quickly. One word of warning: most bosses will punish Spidey severely for trying to get out of the way by sticking to a wall or a ceiling. You're better off on the ground—well, mostly on the ground—jumping like a maniac is encouraged.

Web Tricks

In addition to Spidey's basic moves, he has a host of useful tricks using his web fluid. Keep in mind that the Impact Web uses a fair amount of fluid, and the Web Dome uses a lot of fluid, so don't overuse them. Otherwise, you may find yourself critically low on fluid when you need it most. Each of the web moves is activated by pressing a direction on the D-pad in conjunction with the webbing button. There is some leeway permitted, so you can press the webbing button first and then the direction, or try to push them at the same time. Pressing the direction first is usually a bad idea; you don't want the camera to turn on you.

IMPACT WEB (↑+△)

SPIDEY SHOOTS A BALL OF WEBBING AT WHATEVER YOU HAVE TARGETED (INCLUDING ANYTHING TARGETED IN FIRST PERSON MODE). THIS CAN ALSO BE USED TO FLIP SWITCHES. IT DOESN'T DO TOO MUCH DAMAGE TO NORMAL ENEMIES, BUT IT IS EXTREMELY USEFUL AGAINST MANY BOSSES.

WEB FISTS (←+△)

SPIDEY COVERS HIS HANDS WITH SOLID WEBBING, GREATLY INCREASING THE DAMAGE OF HIS PUNCHES. THIS WILL STICK AROUND FOR ROUGHLY TWO FULL PUNCH COMBOS, BUT KEEP IN MIND THAT IF YOU USE ANY OTHER WEB TRICKS, OR SWING, THE GLOVES WILL VANISH INSTANTLY. GENERALLY ANY TIME YOU NEED TO FIGHT MORE THAN ONE ENEMY, OR WHEN YOU'RE UP AGAINST A SINGLE TOUGH ENEMY, PUTTING THESE ON IS A GOOD IDEA.

WEB DOME (→+△)

SPIDEY SURROUNDS HIMSELF WITH A SHIELD OF WEBBING, PROTECTING HIM FROM BLOWS. IF YOU PRESS PUNCH OR KICK, HE WILL BREAK OUT OF THE SHIELD AND SEND A SHOCKWAVE BLASTING OUTWARD, KNOCKING AWAY AND DAMAGING NEARBY ENEMIES. IF YOU DON'T PRESS A BUTTON, THE SHIELD WILL EVENTUALLY BREAK ON ITS OWN. THIS SHIELD IS EXCELLENT IF YOU NEED TO STALL FOR TIME, BECAUSE YOU CAN ACTIVATE IT, WAIT FOR IT TO EXPIRE, AND THEN CREATE ANOTHER. WE DON'T ADVISE THAT YOU USE IT CONSTANTLY HOWEVER, BECAUSE THE WEB FLUID DRAIN IS IMMENSE. YOU ARE BEST OFF TRIGGERING THIS WHEN IN SERIOUS DANGER OF BEING OVERWHELMED, AND LIMITING YOUR USE OF THE SHIELD IN GENERAL.

WEB YANK (↓+△)

SPIDEY GRABS AN ENEMY AND PULLS HIM IN. OR, IF YOU'RE IN FIRST-PERSON MODE, SPIDEY SWINGS THE ENEMY INTO A NEARBY SOLID SURFACE, TYPICALLY KNOCKING THE VICTIM UNCONSCIOUS. REMEMBER THAT YOU CAN PUNCH OR KICK SOMEONE THAT YOU PULL INTO YOU, AND THAT IT IS POSSIBLE TO THROW TARGETS OFF NEARBY LEDGES IF YOU ARE IN FIRST-PERSON MODE WHILE YOU PULL THEM. THIS MOVE IS EXCELLENT WHILE YOU ARE CRAWLING ALONG THE CEILING; ENEMIES GENERALLY WON'T NOTICE YOU AND YOU CAN TAKE THEM OUT QUICKLY. THIS MOVE WILL NOT WORK AGAINST MOST BOSSES.

Items

Web Cartridge

This item adds a single cartridge of web fluid to your stock. You can carry a maximum of ten.

Health

This pick-up replenishes your life meter.

Tip!!

Both health and web fluid are plentiful. Whenever you're running low, take the time to look around the level; odds are, you'll find some health or fluid.

Spidey Armor

Changes the color of your costume and adds an additional bar of health. Picking up health cannot restore it, but it is excellent when you need a little extra protection for a tough boss.

Tip!!

Spider armor is pretty rare. You'll pick up only a handful throughout the game, typically before a challenging encounter. Don't worry too much if you miss it; every area in the game is beatable with just your webbing and your wits.

FLAME CARTRIDGE

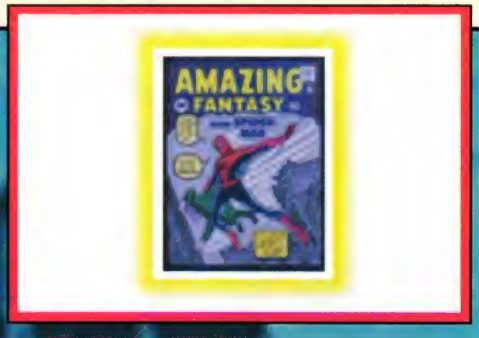
THIS IS AS RARE AS SPIDEY ARMOR. IN A FEW SPOTS YOU WILL FIND A RED WEB CARTRIDGE THAT WILL CAUSE YOUR WEBBING TO BURST INTO FLAMES, INFLICTING SIGNIFICANTLY MORE DAMAGE TO YOUR ENEMIES, BUT, UNFORTUNATELY, IT DOESN'T LAST LONG.

HELP

QUESTION MARKS SCATTERED THROUGHOUT THE LEVELS GIVE YOU BASIC GAMEPLAY TIPS.

COMIC BOOKS

CAN YOU FIND ALL 32? ACROSS THE LEVELS YOU WILL FIND THESE COMIC BOOKS, WHICH WILL BE STORED IN YOUR COMIC COLLECTION ONCE YOU HAVE ACQUIRED THEM.

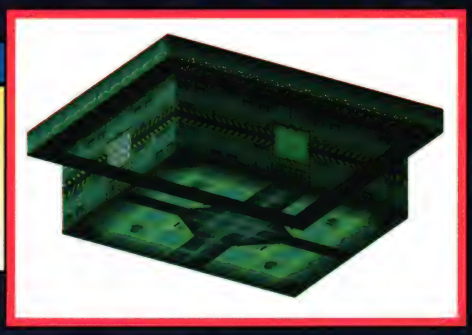


TRAINING

A LITTLE BIT OF PRACTICE CAN GO A LONG WAY. THERE ARE A VARIETY OF ARENAS INCLUDED IN THE TRAINING MODE, EACH ONE DESIGNED TO STRESS ONE ASPECT OF CONTROLLING SPIDEY. IF YOU FEEL EVEN SLIGHTLY UNCOMFORTABLE WITH THE CONTROLS, YOU MAY WANT TO SPEND SOME TIME HERE WORKING ON FINE-TUNING YOUR COMMAND OF THE WALLCRAWLER. ALSO, IF YOU WERE WONDERING ABOUT THE LAYOUT OF THE TRAINING AREAS, WE'VE GOT YOUR NUMBER. HERE'S A COLLECTION OF THE TRAINING MAPS FOR YOUR PERUSAL.

TIME ATTACK

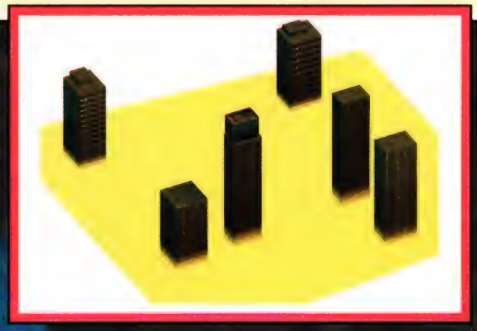
RAW COMBAT AGAINST AN ENEMY OF YOUR CHOICE IS EXCELLENT PRACTICE FOR WHEN YOU HAVE NO OTHER OPTION BUT TO FIGHT.



SURVIVAL MODE

HOW LONG CAN YOU LAST? CHOOSE YOUR ARENA AND YOUR OPPONENT, AND THEN STAY STANDING AS LONG AS POSSIBLE.

BUILDING TOP

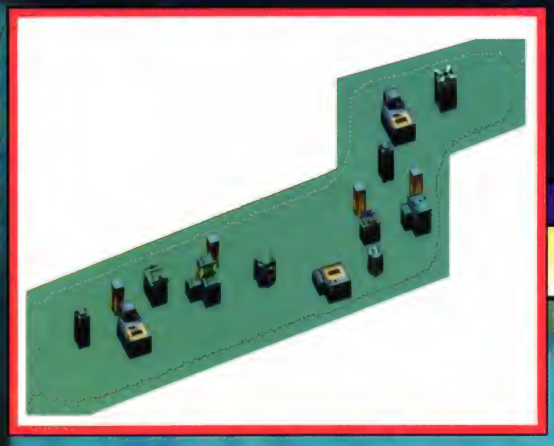


COMBAT ROOM

SPEED TRAINING

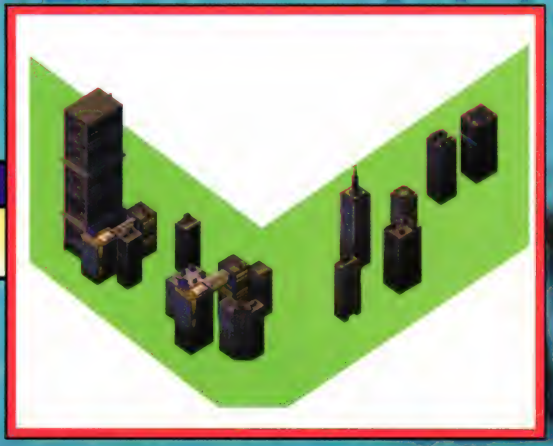
QUICKNESS IS A VIRTUE FOR SPIDEY. IT COMES IN HANDY ON MANY OF THE LEVELS, AND BEING ABLE TO MOVE FAST UNDER PRESSURE IS EVEN MORE IMPORTANT. TEST YOUR WEB SWINGING SKILLS ON THREE DIFFERENT CITY RUNS.

SPEED TRAINING 1



SPEED TRAINING 2

SPEED TRAINING 3



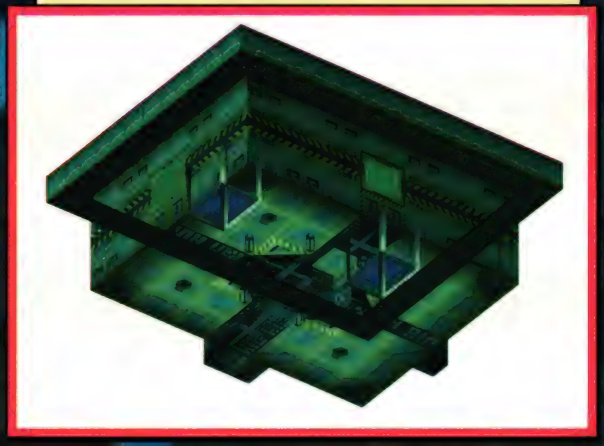
Target Practice

Know your Spider-Man trivia? Know your Spider-Man friends and enemies? Test your knowledge here against pop-ups of Spidey's allies and opponents.

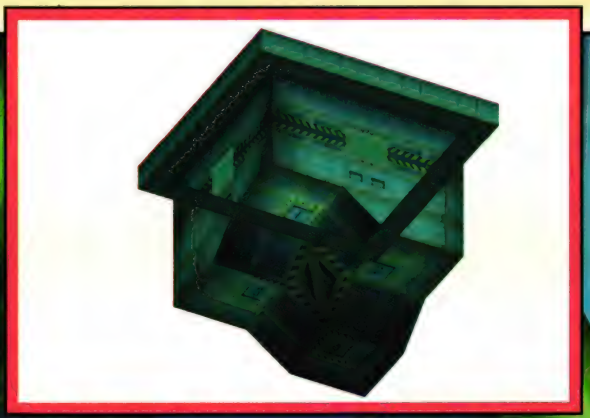
Item Collection

For the scavenger in you, both rooms offer item-finding training, but the zip-line is the more practical of the two. With a bit of training here, you'll be webbing your way out of trouble instinctively—a very good thing.

Item Hunt



Zip-Line Training



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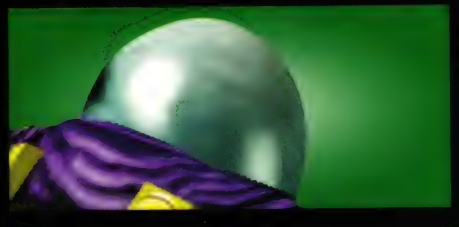


THE GALLERY OF HEROES AND VILLAINS

NO COMIC BOOK IS COMPLETE WITHOUT THE PROPER SUPPORTING CAST, SO IN THIS SECTION WE COVER THE FULL SPECTRUM OF SPIDEY'S FRIENDS AND ENEMIES.

THE HEROES

SPIDER-MAN

WHAT MORE NEEDS TO BE SAID? HE IS YOUR ALTER EGO AND THE PRIMARY PROTAGONIST THROUGHOUT THE GAME.

EDDIE BROCK

EDDIE IS A FELLOW REPORTER WITH PETER AT THE DAILY BUGLE, BUT HE GETS ALONG WITH PETER ABOUT AS WELL AS JONAH DOES WITH SPIDER-MAN. BROCK WAS THE RECIPIENT OF THE SYMBIOTE KNOWN AS VENOM WHEN IT WAS FORCEFULLY REMOVED FROM SPIDER-MAN.

PETER PARKER

WHEN HE'S NOT WEARING HIS COLORFUL SPANDEX, PETER GOES ABOUT LIFE JUST LIKE THE REST OF US. WELL, FOR THE MOST PART LIKE THE REST OF US, NOT COUNTING STICKING TO WALLS, SPIDER SENSE, AND THE ABILITY TO LIFT A TEN-TON TRUCK OVER HIS HEAD.

BLACK CAT

FELICIA HARDY IS AN OLD FRIEND AND ONE-TIME ROMANTIC INTEREST OF PETER, AND ONE OF A HANDFUL OF PEOPLE WHO KNOWS HIS TRUE IDENTITY.

MARY JANE PARKER

PETER'S WIFE, A SUPER MODEL, AND AN EXTREMELY TOLERANT WOMAN ALL AROUND. OF COURSE, SHE'D HAVE TO BE TO PUT UP WITH A HUSBAND WHO ISN'T SIMPLY OUT, HE'S OUT SWINGING FROM ROOFTOPS AND FIGHTING SUPER VILLAINS!

DR. OTTO OCTAVIUS

A REFORMED DOC OCK? PERHAPS. OTTO IS A GENIUS LEVEL SCIENTIST WHO HAS OFTEN FOUND THE LURE OF POWER TOO GREAT TO RESIST.

DAREDEVIL

MATT MURDOCK WAS BLINDED AS A YOUTH AND DEVELOPED UNBELIEVABLY POWERFUL SENSES, ALLOWING HIM TO SEE FAR MORE AS A BLIND MAN THAN MOST PEOPLE WILL EVER SEE WITH THEIR EYES.

J. JONAH JAMESON

OK, SO IT'S A BIT OF A STRETCH TO CALL HIM A "HERO." JJJ IS PETER'S BOSS AT THE DAILY BUGLE, AND IS NOT VERY FOND OF SPIDER-MAN TO SAY THE LEAST.

HUMAN TORCH

JOHNNY STORM IS A MEMBER OF THE FANTASTIC FOUR AND A GOOD FRIEND TO SPIDEY. HIS POWER OF IGNITING HIS BODY "MATCHES" HIS TEMPERAMENT PERFECTLY—NO PUN INTENDED.

PUNISHER

ANOTHER QUASI-HERO, FRANK CASTLE WAGES HIS OWN PERSONAL WAR AGAINST THE DARK UNDERBELLY OF MODERN SOCIETY. HIS METHODS OFTEN PUT HIM AT ODDS WITH THE REST OF THE GOOD GUY TYPES.

CAPTAIN AMERICA

YOU CANNOT GET MUCH MORE HERO THAN CAP. SUBMITTING HIMSELF TO MILITARY EXPERIMENTATION, HE BECAME A PERFECT PHYSICAL SPECIMEN, AND HE HAS THE MIND AND THE LEADERSHIP ABILITIES TO MATCH. HE NOW HEADS UP THE AVENGERS.

THE VILLAINS

SCORPION

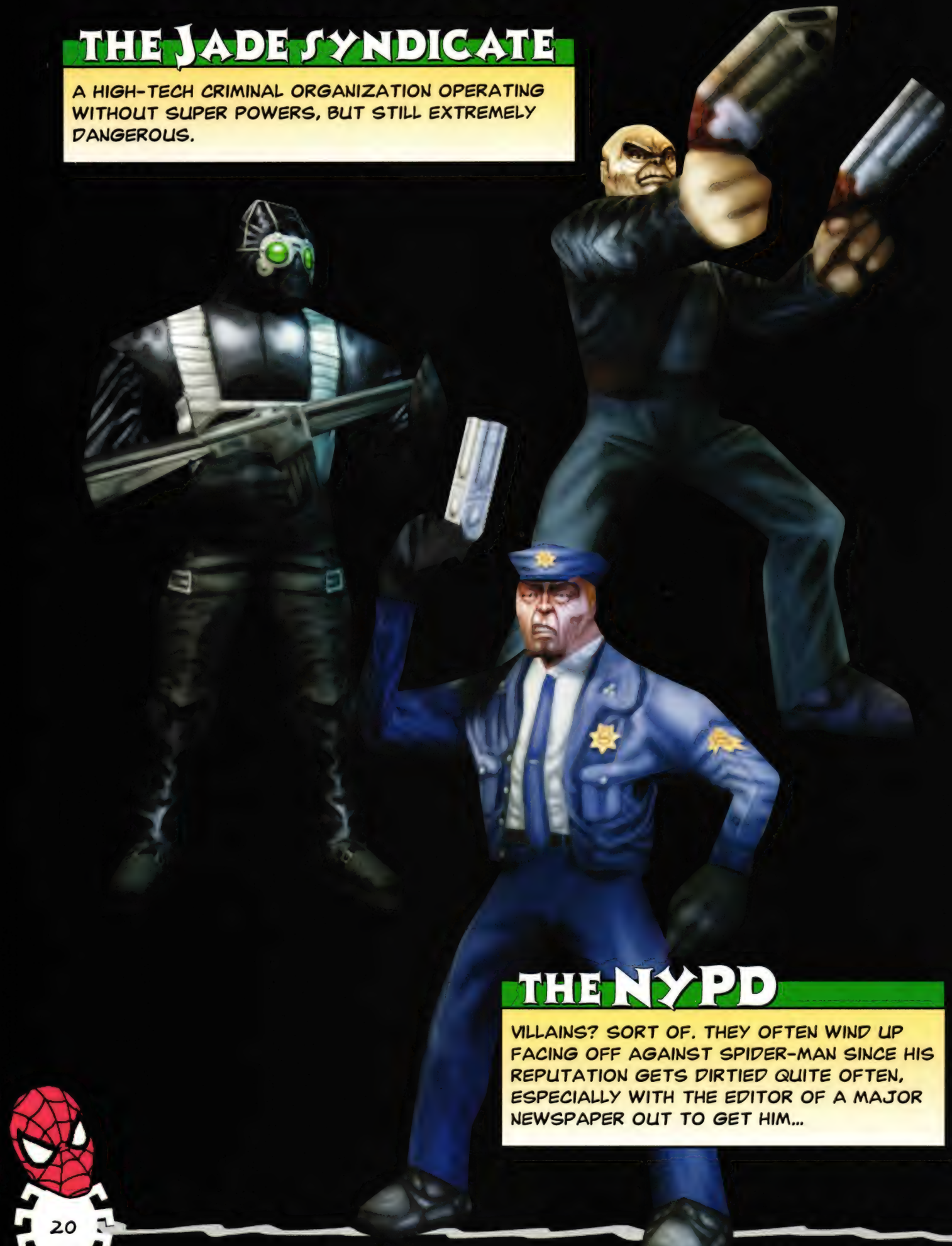
JONAH EXPERIMENTED ON MAX GARGAN IN AN ATTEMPT TO MAKE A FOE WORTHY OF SPIDER-MAN. THEY SUCCEEDED, BUT GARGAN WOUND UP STUCK IN HIS SUIT AND NOW HE BLAMES JONAH FOR HIS IMPRISONMENT.

RHINO

BONDED WITH HIS SUIT, RHINO IS AMAZINGLY STRONG AND RESISTANT TO DAMAGE. FORTUNATELY, HE IS NOT ESPECIALLY BRILLIANT, OR HE'D BE MUCH MORE DANGEROUS.

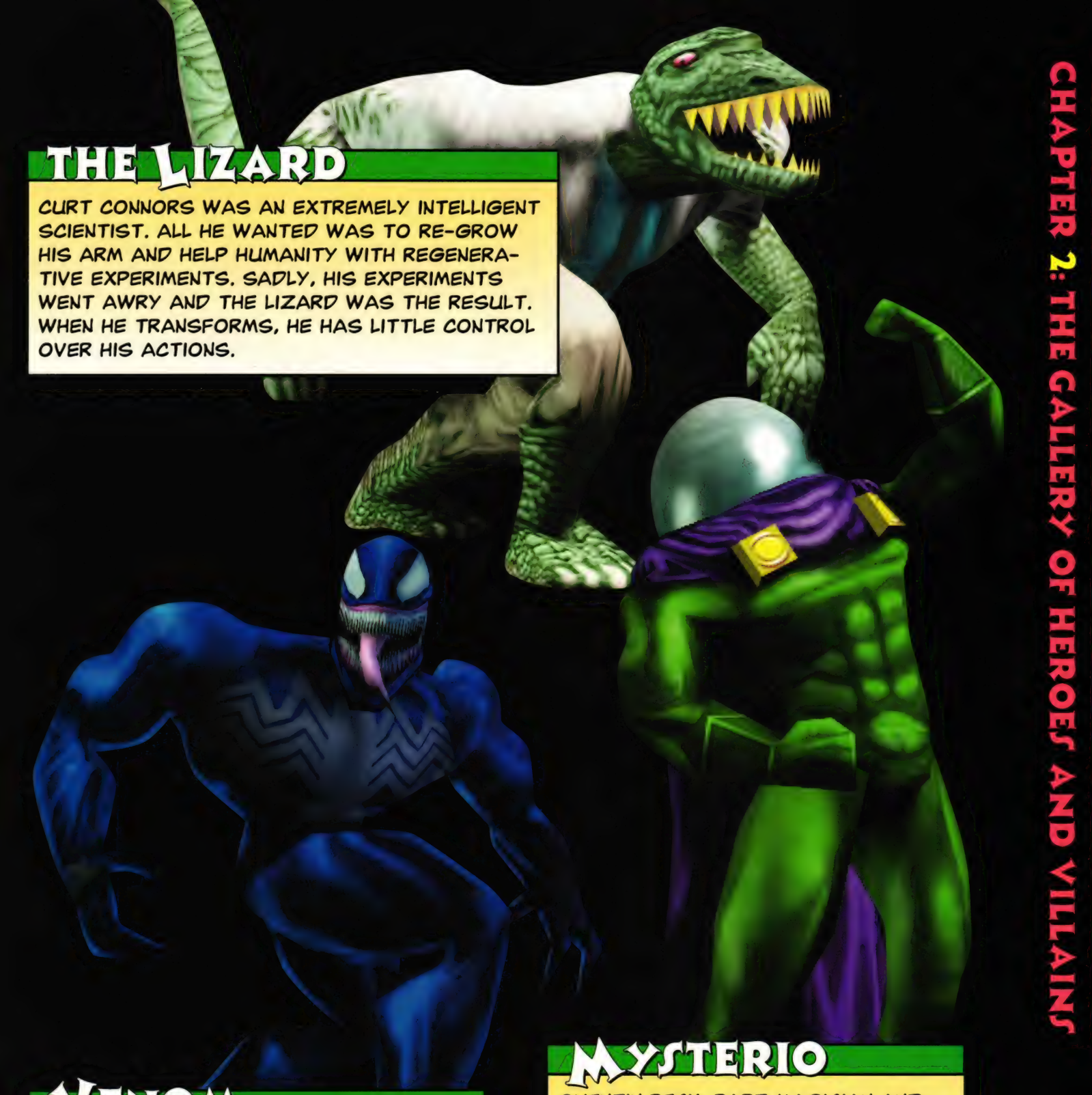
THE JADE SYNDICATE

A HIGH-TECH CRIMINAL ORGANIZATION OPERATING WITHOUT SUPER POWERS, BUT STILL EXTREMELY DANGEROUS.



THE NYPD

VILLAINS? SORT OF. THEY OFTEN WIND UP FACING OFF AGAINST SPIDER-MAN SINCE HIS REPUTATION GETS DIRTIED QUITE OFTEN, ESPECIALLY WITH THE EDITOR OF A MAJOR NEWSPAPER OUT TO GET HIM...



THE LIZARD

CURT CONNORS WAS AN EXTREMELY INTELLIGENT SCIENTIST. ALL HE WANTED WAS TO RE-GROW HIS ARM AND HELP HUMANITY WITH REGENERATIVE EXPERIMENTS. SADLY, HIS EXPERIMENTS WENT AWRY AND THE LIZARD WAS THE RESULT. WHEN HE TRANSFORMS, HE HAS LITTLE CONTROL OVER HIS ACTIONS.

VENOM

THE SYMBIOTE HAS GONE THROUGH MANY CHANGES SINCE ITS BONDING WITH EDDIE BROCK. THEIR PERSONALITIES HAVE MELDED AND CHANGED ONE ANOTHER, AND WHILE HE IS NOT STRICTLY A VILLAIN, THE GOOD GUYS CONSIDER MANY OF HIS ACTIONS WRONG. PLUS, HE OFTEN HAS IT OUT PERSONALLY FOR SPIDER-MAN.

MYSTERIO

QUENTIN BECK, PART MAGICIAN AND ILLUSIONIST, PART SUPER VILLAIN, THE MAN WHO CALLS HIMSELF MYSTERIO HAS HAD A LONG HISTORY OF CONFRONTATIONS WITH SPIDER-MAN. WHEN SPIDEY ENDED HIS CAREER AS A SPECIAL EFFECTS TECHNICIAN, HE TOOK IT VERY PERSONALLY.

Doctor Octopus

Otto's less savory counterpart, he wears and wields four metal tentacles with expert control. Ock often leads normally loose groups of super villains to function as a more dangerous whole.

Carnage

A symbiote 'son' of Venom, it bonded with a sick individual, Cletus Kasady. Carnage is by far more cruel and intentionally malicious than Venom ever was.

LEVEL 1: THE BANK HEIST

YOUR INTRODUCTION TO THE WORLD OF WEBSLINGING BEGINS WITH A BANK ROBBERY—AND QUICKLY BECOMES MUCH MORE. STAY SHARP AND SAVE THOSE HOSTAGES!

LEVEL 1, AREA 1: GET TO THE BANK

ENEMIES

YOU'LL FACE DOWN THE JADE SYNDICATE AND THEIR HIRED THUGS IN THESE AREAS.

OBJECTIVES

- GET TO THE BANK

WALKTHROUGH

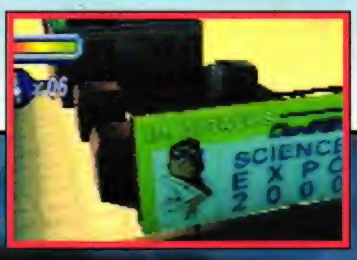
NO ONE SAID BEING YOUR FRIENDLY NEIGHBORHOOD WEBHEAD WOULD BE AN EASY JOB. HANGING OUT AT THE NEW YORK SCIENCE EXPO 2K AS PETER PARKER (MOSTLY TO KEEP AN EYE ON DOCTOR OTTO OCTAVIUS), YOU WITNESS SOMEONE DISGUISED AS SPIDER-MAN STEALING THE DOC'S INVENTION. GETTING FRAMED FOR THIS IS GOING TO CAUSE YOU SOME SERIOUS PROBLEMS. OH, AND DON'T FORGET; EDDIE BROCK WAS IN THE AREA, WHICH COULD CAUSE EVEN *MORE* PROBLEMS.

UNFORTUNATELY, WHEN YOU FINALLY GET DRESSED UP AND ONTO THE ROOF TO GO AFTER THE IMPOSTER, BLACK CAT PAYS YOU A VISIT AND WARNS YOU ABOUT A BANK ROBBERY IN PROGRESS—AND THE ROBBERS HAVE HOSTAGES.

YOU KNOW YOUR DUTY, AND EVEN IF IT MEANS GETTING YOUR NAME DRAGGED THROUGH THE MUD YET AGAIN, YOU HAVE TO SAVE THOSE HOSTAGES. YOU START OFF ON THE ROOF OF THE SCIENCE EXPO BUILDING, AND YOU NEED TO REACH THE BANK. WITH YOUR TALENTS, THIS WILL NOT BE A PROBLEM.

HIT THE QUESTION MARK NEAR YOUR STARTING POSITION TO GET A TIP FROM BLACK CAT, THEN JUMP OVER THE EDGE TOWARD THE NEW YORK BUILDING. PRESSING **R2** WHILE YOU'RE JUMPING WOULD BE ADVISABLE, UNLESS YOU WANT SPIDEY TAKING THE LONG WAY DOWN TO THE STREETS BELOW.

WHEN YOU HIT THE WALL, YOU CAN CLIMB STRAIGHT UP ONTO THE ROOFTOP. REMEMBER THAT PRESSING **JUMP** WILL DETACH YOU FROM ANY WALL YOU ARE STUCK TO. ONCE YOU REACH THE TOP, YOU'LL FIND ANOTHER QUESTION MARK TIP AND YOUR FIRST ITEM, A **WEB FLUID CARTRIDGE**. IF YOU WANDER OVER TO THE BILLBOARD, YOU CAN GET A LOOK AT THE OH-SO-CUTE OCTAVIUS PROMOTING THE SCIENCE EXPO.



WHEN YOU'RE DONE SIGHTSEEING, FOLLOW THE SPIDEY COMPASS AND SWING ACROSS TO THE NEXT BUILDING. YOUR SPIDER-SENSE WILL TRIGGER WHEN YOU LAND; DANGER IS ABOUT.

IN THIS CASE, THE DANGER IS IN THE FORM OF A HENCHMAN. THIS NO-GOOD THUG IS ON ROOFTOP- LOOKOUT FOR COPS. HE PROBABLY WASN'T EXPECTING THE WALL CRAWLER. HIT THE QUESTION MARK FOR A TIP FROM BLACK CAT, THEN INFORM THE VERY UNAWARE CREEP THAT GUNS ARE BAD AND WEBBING IS GOOD.

HOP ONTO THE LEDGE JUST BEHIND THE HENCHMAN AND LOOK DOWN; YOU'LL SEE ANOTHER THUG PATROLLING THE ROOF BELOW YOU, A **WEB CARTRIDGE**, AND SOME **HEALTH**.
IF YOU GO INTO FIRST-PERSON MODE BY PRESSING AND HOLDING **L1**, YOU CAN TARGET THE THUG FROM A DISTANCE AND SAFELY WRAP HIM UP WITH SOME WEBBING.

JUMP DOWN AND GRAB THE WEB CARTRIDGE AND THE HEALTH IF YOU NEED IT, THEN FOLLOW YOUR SPIDEY COMPASS AND SWING TO THE BUILDING AHEAD. IF YOU SWITCH INTO FIRST-PERSON MODE AND LOOK BEHIND YOU AT THE BILLBOARD, YOU'LL CATCH AN AMUSING GLIMPSE AT AN APPROPRIATE ADVERTISEMENT.

CLIMB UP THE WALL TO THE ROOFTOP AND TAKE OUT THE THUG UP TOP. UP AHEAD IN THE DISTANCE, YOU CAN SEE A PAIR OF HELICOPTERS HOVERING NEAR A BLUE BUILDING.

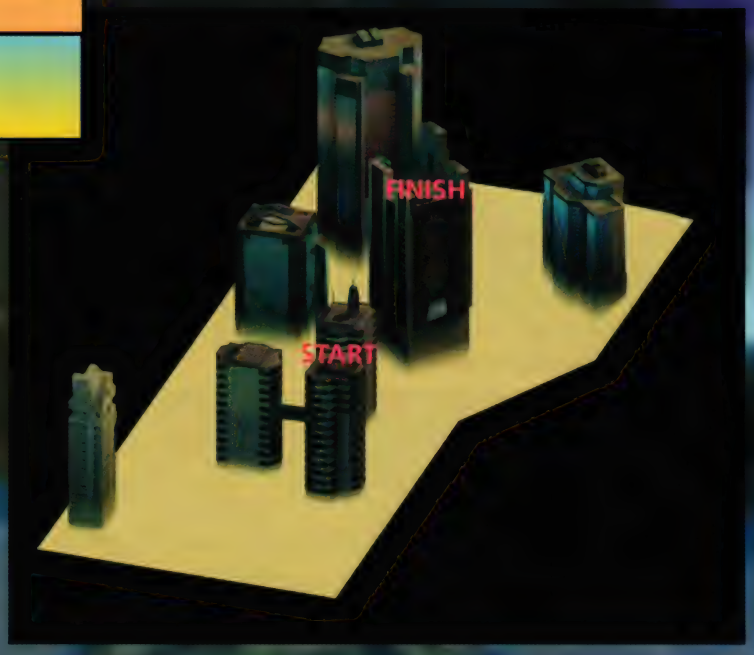
IF YOU JUMP ONTO THE NEARBY BUILDING WITH THE SPIDER-MAN BILLBOARD, YOU CAN TARGET THE THUG ON THE LEDGE OF THE BLUE BUILDING AND WRAP HIM UP FROM LONG DISTANCE. SWING OVER TO THE BLUE BUILDING AND CLIMB UP TO THE WATER TOWER ON TOP. TAKE OUT THE THUG HERE AND GRAB THE **HEALTH** IF YOU NEED IT. THE POLICE CHOPPERS ARE IN PLAIN SIGHT HERE. SWING OVER TO THE BUILDING BEHIND THEM—IT'S THE BANK.

THOSE 'COPTERS ARE ON THEIR WAY TO STOP THE BANK ROBBERS, BUT THE THIEVES HAVE THEIR OWN AIR SUPPORT, AND THE POLICE GET TAKEN DOWN HARD. IT ALSO APPEARS THAT THE POLICE ARE ON THE LOOKOUT FOR SPIDEY—NOT A GOOD THING. YOU NEED TO DROP INTO THE BANK AND SAVE THOSE HOSTAGES FAST.

LEVEL 1, AREA 2: BANK APPROACH

OBJECTIVES

- GET INSIDE THE BANK



WALKTHROUGH

THE BANK IS JUST AHEAD; ALL YOU NEED TO DO IS KNOCK OUT THE GUARDS AND GET INSIDE.

NOTE ...

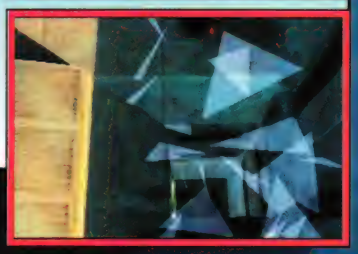
TAKE A LOOK OFF TO THE LEFT, AND YOU'LL CATCH A GLIMPSE OF THE FANTASTIC FOUR'S HOME BASE. UNFORTUNATELY, NONE OF THEM ARE AROUND TO HELP.

SWING ACROSS TO THE BUILDING AHEAD AND HIT THE QUESTION MARK FOR A TIP, THEN SWING FORWARD ONCE MORE TO THE BANK. CLIMB UP THE SIDE OF THE BANK, AND YOU'LL SEE A LARGE GROUP OF GOONS ON THE ROOFTOP.

CLOSER INSPECTION REVEALS THEM TO BE A PART OF THE JADE SYNDICATE, A DISTINCTLY UNPLEASANT HIGH-TECH TERRORIST GROUP. AFTER THEIR SUPPORT HELICOPTER TAKES OFF, YOU'VE GOT THE OPENING YOU NEED TO GET IN. CLIMB UP TO THE ROOFTOP.

THE TOP OF THE BANK IS COVERED WITH SYNDICATE THUGS, BUT YOU HAVE ALL THE TOOLS TO TAKE THEM OUT. YOU CAN USE ANY NUMBER OF DIFFERENT APPROACHES TO PUT THEM DOWN; WEB THEM UP TIGHT FROM AFAR, GET UP CLOSE AND PHYSICAL, OR SOME COMBINATION OF THE TWO.

REMEMBER THAT STRAIGHT OUT WEBBING YOUR ENEMIES (OR USING THE WEB SHIELD) COSTS A LOT OF WEB FLUID. IT'S MUCH MORE EFFICIENT TO PUT ON SOME WEB GLOVES AND GO TO TOWN. BUT IF YOU DO GET COMPLETELY SURROUNDED, DON'T HESITATE TO PUT UP A WEB SHIELD. IT'S ALSO POSSIBLE TO PROTECT YOURSELF BY ACTIVATING THE WEB GLOVES; SPIDEY IS INVINCIBLE WHILE CREATING THEM, BUT YOU'LL NEED TO BE CAREFUL—HE CAN BE HIT IMMEDIATELY AFTER PUTTING THEM ON. FINALLY, YOU CAN ALWAYS JUMP OUT OF THE MELEE AND ATTACK AGAIN FROM A MORE ADVANTAGEOUS POSITION.



WHEN ALL OF THE GUARDS ARE OUT OF COMMISSION, YOU CAN DROP INTO THE BANK SAFELY. WITH A LITTLE LUCK, THE TERRORISTS INSIDE WON'T REALIZE THAT ANYTHING IS AMISS.

LEVEL 1, AREA 3: HOSTAGE SITUATION

OBJECTIVES

- RESCUE FIVE HOSTAGES

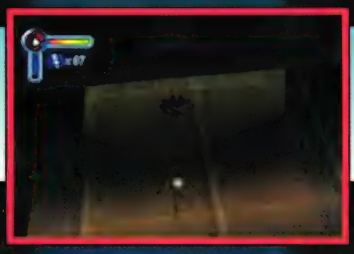
WALKTHROUGH

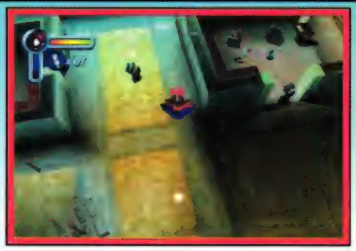
YOU'D THINK BANK ROBBERS IN THE NEW YORK AREA WOULD REALIZE THAT IT JUST DOESN'T PAY TO CAUSE TROUBLE WITH ALL THE SUPERHERO TYPES AROUND.

YOU DROP INTO THE BANK PROPER FROM A VENTILATION SHAFT. IT'S IN YOUR BEST INTERESTS TO GET OUT OF SIGHT QUICKLY, SO PRESS **RI** TO SHOOT YOUR WEB STRAIGHT UP AND STICK TO THE CEILING.

CRAWL STRAIGHT INTO THE HALL AHEAD TO FIND A GUARD PATROLLING ON THE FLOOR BELOW YOU. YOU CAN TAKE HIM OUT EASILY BY SNARING HIM AND SENDING HIM INTO A WALL (**DOWN AND ▲**).

CRAWL DOWN THE HALL, AND SPIDEY'S SPIDER-SENSE WILL TRIGGER—AS IF YOU DIDN'T KNOW YOU'RE IN DANGER. CLIMB THROUGH THE DOORWAY INTO THE NEXT ROOM.





ANOTHER GUARD IS WAITING HERE; PUT HIM OUT OF COMMISSION AND PROCEED FURTHER INTO THE BANK. ONCE YOU REACH CUBICLE LAND, YOU'LL SEE THE FIRST OF THE HOSTAGES. TAKE OUT THE ROBBER CLOSEST TO THE HOSTAGE FIRST, THEN THE OTHER ONE PATROLLING NEARBY.

AFTER TAKING OUT BOTH ROBBERS, YOU'VE SAVED THE FIRST HOSTAGE. DROP DOWN TO GRAB THE **WEB FLUID** IN THE CUBICLE, AND YOU CAN HIT THE QUESTION MARKS NEARBY FOR SOME CONTROL TIPS.

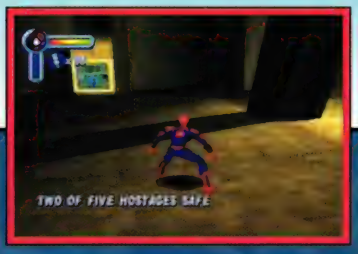
WHEN YOU GET CLOSE TO THE VENT GRILL ON THE GROUND, YOUR SPIDEY COMPASS WILL ACTIVATE; YOU MUST GET INTO THE CONTROL ROOM TO DEACTIVATE THE SECURITY DOORS.

OF COURSE, THAT GRILL IS ALSO AN OBVIOUS CLUE. GET ON TOP OF IT AND PRESS **R1**. YOU'LL ZIP STRAIGHT UP INTO THE VENT SHAFT. CLIMB THROUGH AND DROP DOWN INTO THE CONTROL ROOM. A SINGLE GUARD WAITS INSIDE. PROVIDE HIM WITH WEBBING LESSONS AND PRESS THE BUTTONS IN THE ROOM.

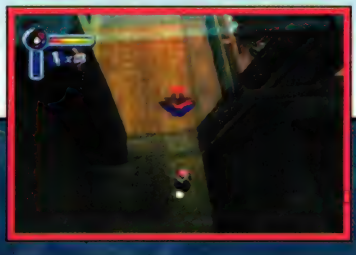
NOTE ...

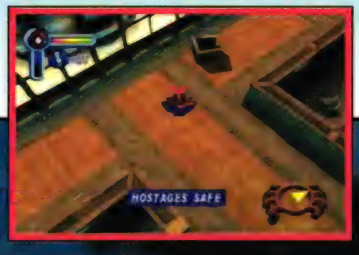
GENERALLY ANY TIME YOU SEE A BUTTON, YOU CAN PRESS IT, EITHER BY GETTING CLOSE AND PRESSING PUNCH, OR BY POINTING IN THE GENERAL DIRECTION OF THE SWITCH AND PRESSING WEBBING. YOU CAN ALSO GO INTO FIRST-PERSON MODE AND TARGET THE SWITCH; THE RETICULE WILL TURN PURPLE TO INDICATE IT'S A VALID TARGET.

ACTIVATING ALL THE SWITCHES WILL FREE A SECOND HOSTAGE, AND CAUSE TWO GUARDS TO RUN IN AND ATTACK YOU. TAKE THEM OUT (GRABBING THEM IS ALWAYS FUN), AND THEN WALK OUT OF THE CONTROL ROOM AND DOWN THE HALL WHERE THE GUARDS EMERGED.



TAKE TO THE CEILING AGAIN WHEN YOU ENTER THIS ROOM, BECAUSE A PATROLLING GUARD PASSES NEAR THE ENTRANCE. WHEN HE GETS CLOSE, WEB HIM, THEN CRAWL DEEPER INTO THE ROOM. ANOTHER PAIR OF ROBBERS IS STANDING GUARD OVER THE FINAL THREE HOSTAGES. WEB THEM *QUICKLY* (YOU DON'T WANT THE HOSTAGES TO GET HURT), AND THEN FOLLOW YOUR COMPASS TO AN ELEVATOR OUT OF THE LEVEL.

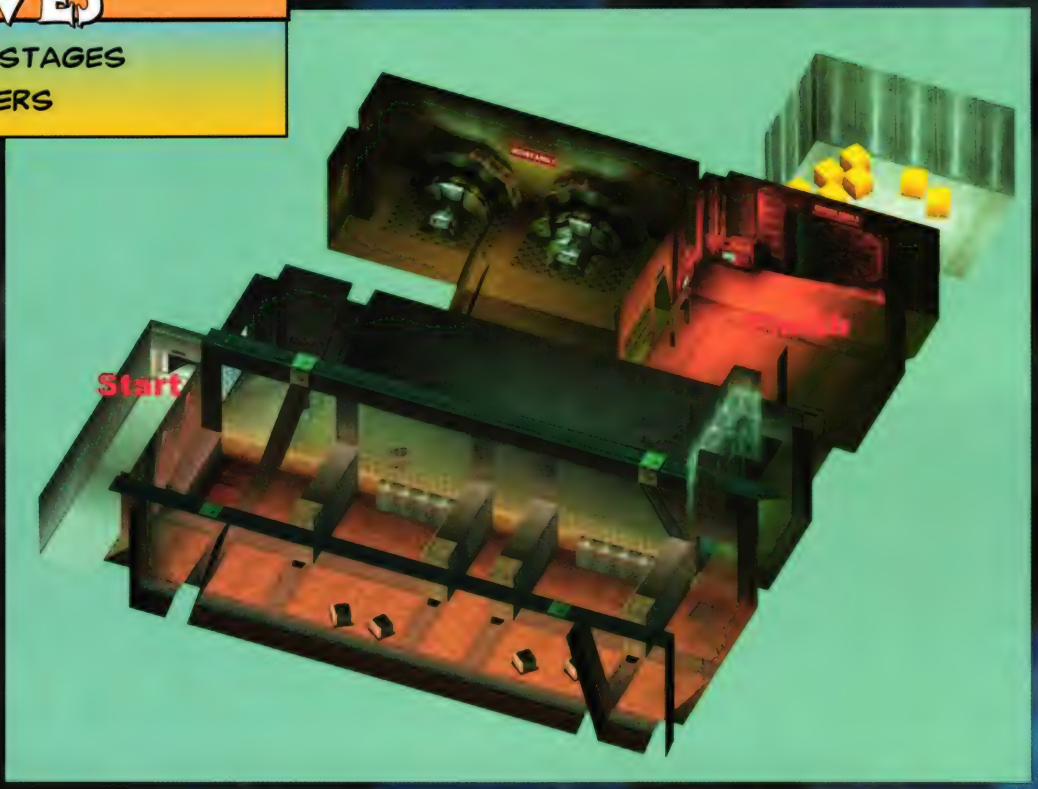




LEVEL 1, AREA 4: STOP THE BOMB!

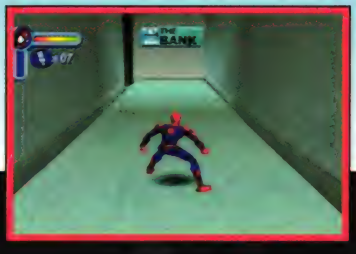
OBJECTIVES

- RESCUE FIVE HOSTAGES
- STOP THE ROBBERS



WALKTHROUGH

YOU'RE CLOSER TO THE VAULT NOW. SWING UP TO THE CEILING AND CRAWL INTO THE ROOM AHEAD. AGAIN, SPIDEY GETS HIT HARD BY HIS SPIDER-SENSE. THERE ARE THREE HOSTAGES IN THIS ROOM, ALONG WITH FIVE GUARDS.

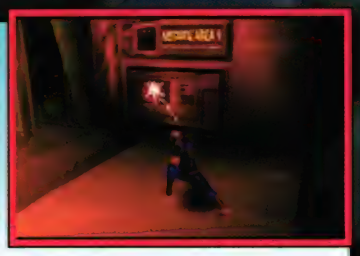


GO WILD WITH YOUR WEBBING AND YOU SHOULD EASILY TAKE OUT ALL THE GUARDS. BOTH SNARING THEM COMPLETELY (HOLD THE WEBBING BUTTON) AND SWINGING THEM INTO A NEARBY HARD SURFACE (PRESS DOWN AFTER YOU PRESS THE WEBBING BUTTON) WORK WELL TO PUT THE GUARDS DOWN FAST. IF YOU NEED TO RECHARGE, THERE'S **HEALTH** AND A **WEB CARTRIDGE** DOWN ON THE GROUND.

AFTER CLEARING A PATH TO SAFETY FOR THE HOST-AGES, GET TO THE END OF THE ROOM AND CLIMB INTO THE VENT SHAFT ON THE CEILING. THE DOOR TO THE NEXT ROOM IS LOCKED, SO YOU'LL HAVE TO USE THIS SHAFT TO BYPASS IT.

DROP OUT OF THE SHAFT AND LOOK AROUND QUICKLY. A PAIR OF GUARDS SEEM TO BE ENJOYING THE BIG SCREEN STATIC DISPLAY ON THE TELEVISION. TAKE THEM OUT, AND THEN JUMP ONTO THE CEILING; THEIR BUDDY WILL COME TO INVESTIGATE THE RUCKUS, OPENING A ROUTE FOR YOU INTO THE VAULT ANTEROOM.

INSIDE THE ANTEROOM, TWO SWITCHES CONTROL ACCESS TO THE TWO BANK VAULTS. ACTIVATE THE BLUE SWITCH FIRST TO OPEN THE MAIN VAULT, THEN PRESS THE GREEN SWITCH TO OPEN THE SECONDARY VAULT, WHICH HOLDS THE LAST OF THE BANK ROBBERS—AND THE LAST OF THE HOSTAGES.



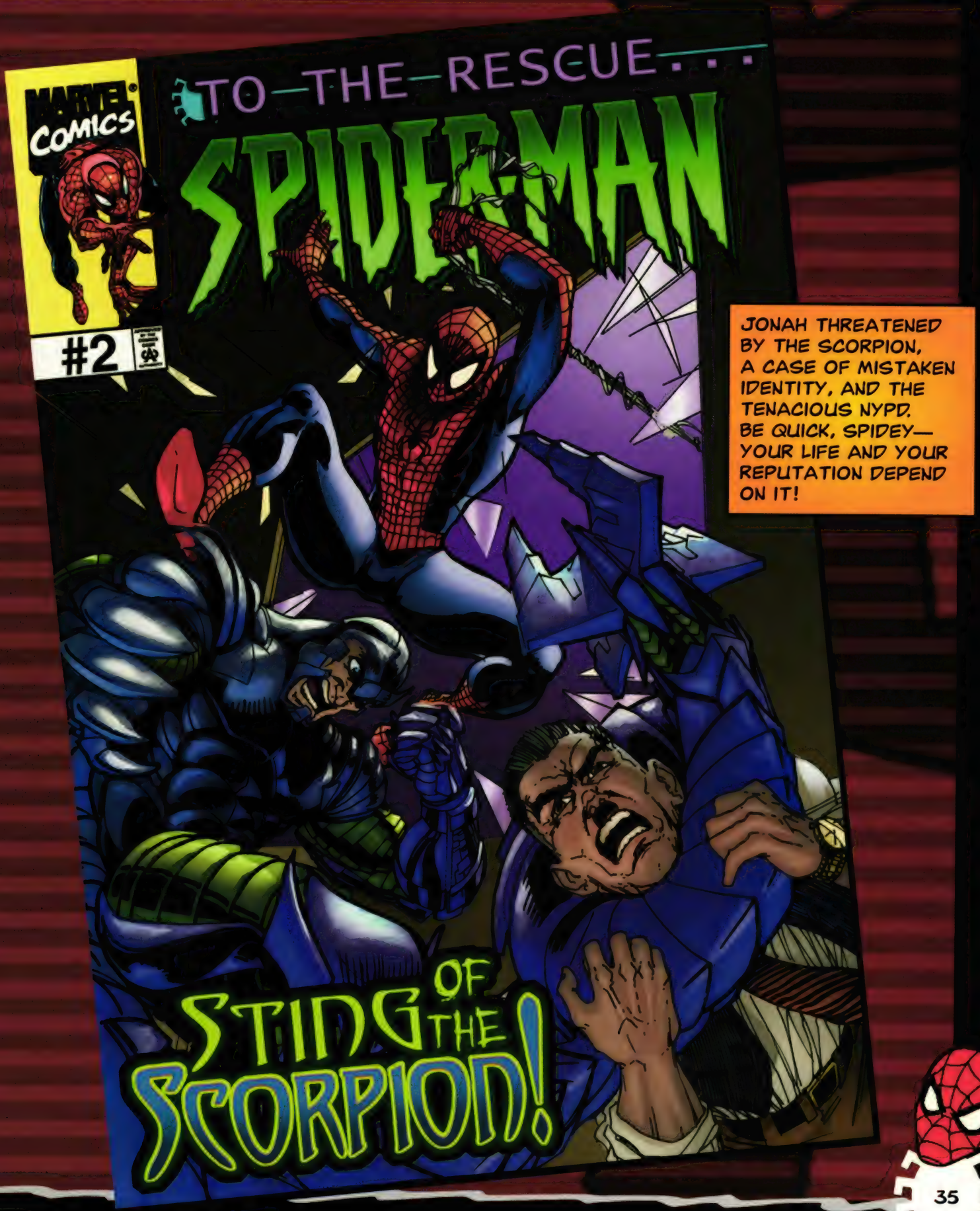
WHEN YOU OPEN THE VAULT WITH THE HOSTAGES IN IT, THE ROBBERS WILL START A BOMB, AND YOU HAVE GOT TWO MINUTES TO STOP IT. GRAB THE TWO **WEB CARTRIDGES**, THEN GO AFTER THE ROBBERS. TO QUICKLY DISPOSE OF THEM, ACTIVATE YOUR WEB GLOVES (PRESS LEFT AS YOU PUSH THE WEBBING BUTTON) AND WADE INTO THE ROBBERS.

NOTE ...

REMEMBER YOU CAN ALSO CREATE A WEB SHIELD (PRESS RIGHT AS YOU PUSH WEBBING) AND RELEASE IT BY PRESSING PUNCH OR KICK. DOING SO WILL STUN EVERY NEARBY ENEMY, WHICH IS USEFUL IN THIS SITUATION TO PREVENT THE ROBBERS FROM FIRING ON THE HOSTAGES.

AFTER TAKING OUT THE ROBBERS, YOU'VE STILL GOT A LIVE BOMB TO DEAL WITH. THE QUESTION MARK IN THE ROOM PROVIDES A TIP FOR DEALING WITH OBJECTS: GET CLOSE TO THE BOMB AND PRESS PUNCH TO PICK IT UP. TURN TOWARD THE DOOR THAT LEADS OUT OF THE ROOM AND THROW THE BOMB THROUGH IT BY PRESSING PUNCH AGAIN. WALK OUT AND PICK UP THE BOMB AGAIN, AND THEN THROW IT INTO THE LARGER VAULT. FINALLY, ACTIVATE THE SWITCH TO CLOSE THE VAULT DOOR. MISSION ACCOMPLISHED. THE BOMB WILL DETONATE HARMLESSLY, AND THE HOSTAGES WILL BE SAVED. CHALK ANOTHER ONE UP FOR THE GOOD GUYS!

LEVEL 2: STING OF THE SCORPION


MARVEL COMICS
#2
TO THE RESCUE...
SPIDER-MAN
STING OF THE SCORPION!
JONAH THREATENED BY THE SCORPION, A CASE OF MISTAKEN IDENTITY, AND THE TENACIOUS NYPD. BE QUICK, SPIDEY— YOUR LIFE AND YOUR REPUTATION DEPEND ON IT!

LEVEL 2, AREA 1: RACE TO THE BUGLE

ENEMIES

THE SCORPION, A HANDFUL OF THUGS, AND THE NYPD. LESS FORGIVING INDIVIDUALS MIGHT INCLUDE JONAH IN THIS LIST...

OBJECTIVES

REACH THE BUGLE BEFORE SCORPION FINISHES J.J.

WALKTHROUGH

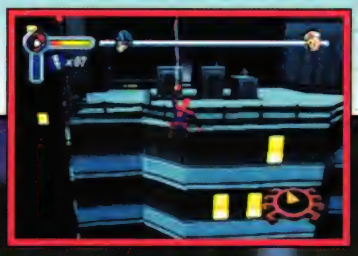
SOME GRATITUDE FROM J.J. FOR GOOD SHOTS OF THE ROBBERY? MAYBE A RAISE? OF COURSE NOT, JONAH ISN'T THAT KIND OF BOSS, AND RIGHT NOW, HE'S GOT MORE IMMEDIATE CONCERNS. SCORPION HAS BROKEN INTO THE BUGLE, AND HE WANTS REVENGE ON J.J. YOU'VE GOT TO REACH THE BUGLE IN TIME TO SAVE JONAH.

YOU NEED TO TAKE THE FASTEST POSSIBLE ROUTE TO REACH THE DAILY BUGLE. DON'T BOTHER FIGHTING ANY OF THE THUGS TRYING TO STOP YOU; SPEED IS OF THE UTMOST IMPORTANCE IF YOU'RE GOING TO ARRIVE IN TIME TO SAVE J.J. YOU START ON A BUILDING A GOOD DISTANCE AWAY FROM THE BUGLE, SO YOU MUST GET MOVING FAST. FOLLOW YOUR COMPASS AND YOU'LL GET THERE FINE.

NOTE ...

THE METER AT THE TOP OF THE SCREEN SHOWS THE TIME YOU HAVE TO REACH THE DAILY BUGLE BEFORE J.J. BECOMES SCORPION FOOD. IF YOU DON'T GET THERE IN TIME, IT'S GAME OVER.

FIRST STEP: JUMP OFF THE BUILDING AND SWING TO THE ONE STRAIGHT AHEAD. A LONE THUG ARMED WITH A GRENADE LAUNCHER AWAITS YOUR ARRIVAL. IGNORE HIM AND SWING TO THE SKYSCRAPER AHEAD AND TO THE LEFT.



ONCE YOU'RE CLINGING TO THE SIDE OF THE SKYSCRAPER, JUMP OFF AND SWING TO THE NEXT BUILDING.

NOTE...

REMEMBER THAT YOU ONLY NEED TO PRESS JUMP TO LET GO OF ANY WALL YOU ARE STUCK TO, AND YOU CAN START A NEW SWING BY FACING TOWARD ANY NEARBY TARGET AND PRESSING R2. EVEN IF THE CAMERA ISN'T FACING THE CORRECT DIRECTION, SPIDEY WILL AIM HIMSELF WHERE HE'S FACING. MAKE SURE YOU PRESS R2 REPEATEDLY—YOU WON'T START SWINGING UNTIL SPIDEY CAN REACH THE TARGET.

ANOTHER GUARD IS WAITING FOR YOU HERE, BUT AGAIN, IGNORE HIM AND HEAD FOR THE NEXT BUILDING STRAIGHT AHEAD.

THE ROOFTOP ON THIS BUILDING IS COMPRISED OF TWO LEVELS. CLIMB UP TO THE SECOND LEVEL AND RUN STRAIGHT AHEAD. JUMP OFF AND SWING TOWARD THE TALL SKYSCRAPER AHEAD.

YOU'RE NOT GOING TO LAND ANYWHERE NEAR THE TOP, SO YOU MUST QUICKLY SCALE THE SIDE. YOU *CAN* CLIMB STRAIGHT UP THE SIDE OF THE SKYSCRAPER TO THE TOP, BUT IT'S MUCH FASTER TO USE A DIFFERENT TECHNIQUE: TO START, ATTACH YOURSELF TO THE WALL BY JUMPING ONTO IT AND FACING UP...

THEN HOLD THE L1 BUTTON TO GO INTO FIRST-PERSON MODE. THE TARGETING RETICULE WILL BE POINTING STRAIGHT UP—EXACTLY WHERE YOU NEED TO GO...

PRESS R2 AND YOU'LL PULL YOURSELF UP THE SIDE OF THE BUILDING A SHORT DISTANCE. REPEAT THIS AND YOU'LL REACH THE ROOFTOP MUCH QUICKER THAN SIMPLY CLIMBING.

WHEN YOU REACH THE ROOFTOP, YOU'LL HEAR A PAIR OF HENCHMEN TALKING ABOUT TAKING OUT SPIDER-MAN. OBVIOUSLY, THESE ARE SADLY MISINFORMED THUGS IF THEY BELIEVE THEY HAVE ANY CHANCE OF DOING SO. TAKE THEM OUT QUICKLY, GRAB THE **WEB CARTRIDGE** HERE, AND THEN JUMP OFF THE CORNER OF THE SKYSCRAPER ON THE LEFT SIDE OF THE BILLBOARD. TAKE A PEEK ON THE OTHER SIDE OF THE BILLBOARD IF YOU'VE GOT THE TIME; YOU MIGHT RECOGNIZE WHAT IT'S ADVERTISING.

WHEN YOU LAND, SWING IMMEDIATELY TO THE NEXT BUILDING JUST AHEAD. YOU'RE ALMOST THERE. ONE MORE BUILDING IS BETWEEN YOU AND THE DAILY BUGLE. JUMP FOR IT, GRAB THE **HEALTH** IF YOU NEED IT, AND THEN SWING FOR THE BUGLE—YOU'VE GOT TO STOP THE SCORPION.

LEVEL 2, AREA 2: SCORPION FIGHT

OBJECTIVES

- PROTECT J.J. AND DEFEAT THE SCORPION

WALKTHROUGH

HE'S BIG, HE'S UGLY, HE'S UNFRIENDLY, AND HE'S VERY UNHAPPY WITH JONAH. HE BLAMES J.J. FOR GETTING HIM STUCK IN THE SCORPION SUIT AND HE WANTS REVENGE. OF COURSE, YOU CAN'T LET THAT HAPPEN.

NOTE ...

YOU MUST PROTECT J.J.! IF HIS HEALTH DROPS TO ZERO, YOU'VE FAILED THIS LEVEL.

NOTE ...

REMEMBER THAT WEB SWINGING WILL REMOVE YOUR WEB GLOVES.

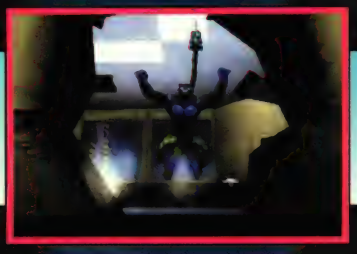
GET OUT YOUR WEB GLOVES AND JUMP AT THE SCORPION. LAND THREE QUICK PUNCHES, THEN JUMP AND SWING AWAY FAST.

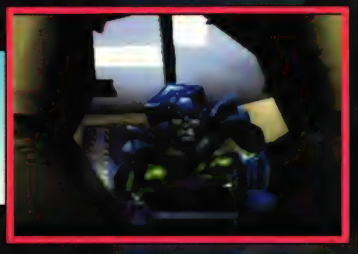
IF YOU STICK TO ONE OF THE WALLS AND STAY FOR TOO LONG, SCORPION WILL BLAST YOU WITH A RAY OF ELECTRICITY. IF YOU GET OFF THE WALL BEFORE IT HITS, YOU CAN RUN UP TO HIM AND GET IN SOME FREE SHOTS.

NOTE ...

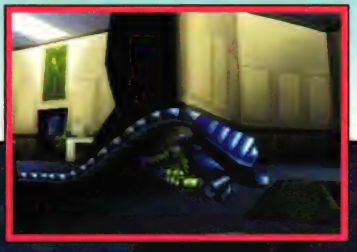
HERE'S ANOTHER TACTIC YOU CAN USE THAT TAKES A BIT MORE TIMING. GET CLOSE TO HIM AND ACTIVATE YOUR WEB GLOVES JUST AS HE'S ABOUT TO ATTACK. YOU'RE INVINCIBLE WHILE GENERATING THEM, SO HIS SWING WILL LEAVE HIM WIDE OPEN TO A NICE POUNDING.

ONCE YOU'VE DONE ENOUGH DAMAGE TO THE SCORPION IN THIS ROOM, JONAH WILL RUN OUT AND SCORPION WILL BUST THROUGH A WALL AND CHASE AFTER HIM.

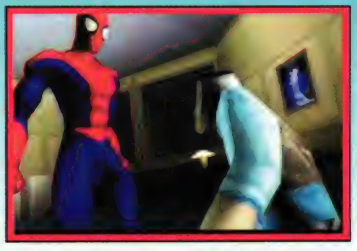


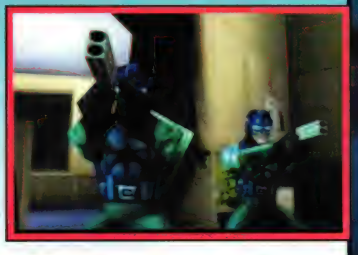


RUN AFTER SCORPION AND FINISH HIM OFF. HE SHOULDN'T TAKE TOO MANY MORE HITS BEFORE HE DROPS. JUST KEEP UP THE SAME PATTERN — USE YOUR WEB GLOVES, JUMP AT HIM AND HIT HIM A FEW TIMES, THEN JUMP AWAY QUICKLY.



YOU'VE TAKEN OUT SCORPION AND SAVED J.J. NATURALLY, JONAH IS ANYTHING BUT GRATEFUL. THE POLICE RUSH IN AND J.J. POINTS YOU OUT AS THE THIEF FROM THE SCIENCE EXPO! THE JOYS OF BEING WRONGFULLY ACCUSED. YOU MAKE YOUR GETAWAY THROUGH A NEARBY WINDOW, AND THIS LEVEL IS OVER AND DONE.





LEVEL 2, AREA 3: POLICE CHOPPER CHASE

OBJECTIVES

- OUTRUN THE CHOPPER

WALKTHROUGH

YOU MAKE GOOD ON YOUR GETAWAY, BUT BEFORE YOU CAN PUT SOME DISTANCE BETWEEN YOURSELF AND THE DAILY BUGLE, YOU BUMP INTO DAREDEVIL. AFTER TALKING WITH HIM SHORTLY, HE'S CONVINCED THAT IT'S NOT SPIDEY HE'S AFTER, AND DEPARTS TO TELL THE REST OF THE TOWN'S SUPER TYPES THAT SPIDER-MAN ISN'T THE GUILTY PARTY. OF COURSE, HE LEAVES JUST BEFORE THE NYPD HELICOPTER SHOWS UP, WITH YOUR NAME WRITTEN ALL OVER ITS MISSILES...

YOU'VE GOT TO GET AWAY FROM THIS MESS, AND FAST.

NOTE...

KEEP AN EYE ON YOUR SPIDEY COMPASS THROUGHOUT THIS LEVEL; IT WILL ALWAYS POINT YOU IN THE RIGHT DIRECTION. YOU NEED TO STAY AHEAD OF THE HELICOPTER, AND MAKE VERY SURE YOU DON'T EAT ANY OF THE INCOMING MISSILES. ANYTIME YOU LAND ON A BUILDING, YOU'LL SEE TARGETING INDICATORS APPEAR ON ROOFTOP STRUCTURES; STAY AWAY FROM THEM, A MISSILE WILL IMPACT SHORTLY. AS LONG AS YOU'RE CAREFUL ABOUT AVOIDING THE MISSILES, ALL YOU NEED TO DO IS KEEP MOVING.

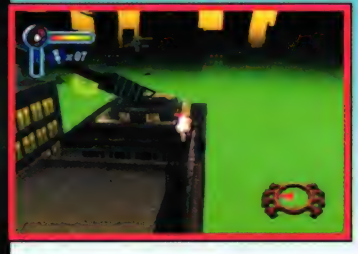
AS SOON AS THE CAMERA SWINGS AROUND, PLACING THE HELICOPTER AT YOUR BACK, JUMP AND SWING FOR THE BUILDING STRAIGHT AHEAD.

SEVERAL SHOTS FIRED BY THE HELICOPTER SHOULD MISS YOU, AND YOU SHOULD LAND ON THE THIRD BUILDING (COUNTING THE BUILDING YOU STARTED ON AS THE FIRST). A COP IS WAITING FOR YOU HERE, BUT DON'T WASTE ANY TIME WITH HIM. IMMEDIATELY JUMP UP TO THE TALLER BUILDING DIRECTLY AHEAD.

NOTE...

FOR THE NEXT SEVERAL LEVELS YOU'LL HAVE OVERZEALOUS COPS AND HELICOPTERS SHOOTING AT YOU. THIS ISN'T A PROBLEM IF YOU KEEP MOVING, BUT IF YOU DO GET SHOT WHILE IN MID-SWING, YOU'LL START FALLING. JUST KEEP TAPPING THE R2 BUTTON WHILE FACING A SAFE LANDING AREA AND YOU'LL START SWINGING AGAIN.

MORE MISSILES WILL BE LAUNCHED ONTO THIS ROOFTOP, BUT IF YOU STAY NEAR THE CENTER, NONE WILL HARM YOU. THERE'S ANOTHER BUILDING STRAIGHT AHEAD, BUT YOU CAN SKIP IT; JUST AIM TOWARD THE RIGHT CORNER OF THE BUILDING AND SWING FOR THE BILLBOARD (THE TONY HAWK PRO SKATER 2 BILLBOARD).



THERE'S ANOTHER BUILDING TO THE RIGHT WITH A COMMUNICATIONS TOWER ON TOP, BUT YOU CAN SKIP IT SAFELY. IN FACT, IT'S ADVISABLE SKIP THIS ONE, AS YOUR ENEMIES INDISCRIMINATELY TAKE IT OUT WITH MISSILES—YOU'D THINK THE NYPD WOULD BE A BIT MORE CAREFUL. SWING PAST IT TO THE NEXT ONE DOWN THE LINE.

A NARROW WALKWAY CONNECTS THIS BUILDING TO THE NEXT, BUT SWINGING OVER IT WOULD BE WISE; A MISSILE DESTROYS IT.

THERE'S SOME **HEALTH** ON THIS BUILDING. GRAB IT AND THEN HEAD FOR THE NEXT BUILDING (THE ONE WITH THE PORK 'N' DONUTS BILLBOARD—SOMEONE LIKES THE POLICE).

FROM HERE, IT'S ONE LONG SWING TO THE BUILDING AHEAD. MAKE THE JUMP AND BE CAREFUL ON TOP; MORE MISSILES WILL SATURATE THE AREA.

THERE'S MORE HEALTH HERE IF YOU NEED IT, AND ANOTHER CONVENIENT BILLBOARD (THIS TIME FOR NEVERSOFT) TO GET SOME HEIGHT FOR YOUR NEXT WEB SWING. JUMP ON TOP AND SWING TOWARD THE TALL BUILDING AHEAD. A PAIR OF COPS WILL COME OUT OF AN ELEVATOR TO ATTACK YOU, BUT THEY'LL ALSO OPEN THE PATH TO SOME MORE **HEALTH**. YOU MAY NOT NEED IT; JUST SWING FOR THE BOARDED-UP BUILDING AHEAD AND YOU'LL BE FINISHED WITH THIS LEVEL.

LEVEL 2, AREA 4: MISSILE ATTACK

OBJECTIVES

- REACH THE TOP OF THE BUILDING SAFELY

WALKTHROUGH

SEARCHLIGHTS ON YOU, MISSILES INCOMING, AND A SNIPER TRYING TO PICK YOU OFF—YOU DON'T REALLY NEED YOUR SPIDER SENSE TO KNOW YOU'RE IN DANGER HERE. YOU'VE GOT TO REACH THE TOP OF THIS BUILDING FAST.

NOTE...

THE MISSILES ARE YOUR PRIMARY CONCERN HERE. WHILE YOU CLIMB, THE 'COPTER WILL SHOOT OUT THE BOARDED UP WINDOWS. MAKE VERY SURE YOU AREN'T ON TOP OF ONE WHEN THE MISSILE HITS. IF YOU ARE, SPIDEY WILL BE PUT OUT OF COMMISSION.

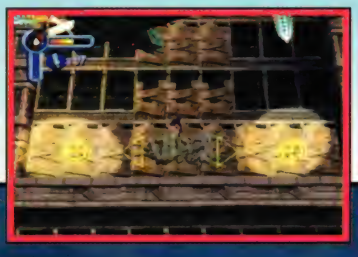
UP YOU GO. CLIMB STRAIGHT UP FROM YOUR STARTING POSITION. MISSILES WILL IMPACT ALL AROUND YOU, BLOWING OPEN THE WINDOWS AROUND SPIDEY.

FROM HERE, CLIMB TO THE LEFT SIDE AND UP AGAIN (NOTICE THE SUBTLE "KEEP OUT" SIGN TO THE RIGHT). MORE MISSILES WILL IMPACT, DESTROYING THE WINDOWS IN THE MIDDLE AND ON THE RIGHT OF THE BUILDING.

CONTINUE CLIMBING STRAIGHT UP. YOU'LL PASS A STONE SECTION, THEN ANOTHER SET OF WINDOWS IN THE MIDDLE AND RIGHT. THESE WILL BE DESTROYED, AND WINDOWS ON THE LEFT AND CENTER OF THE BUILDING WILL BLOCK YOUR PATH DIRECTLY UP. CRAWL RIGHT AROUND THEM, AND THEN UP AND PAST THE SECOND "KEEP OUT" SIGN.

GET BACK IN THE CENTER AND GO STRAIGHT UP. THE BOARDING IN THE CENTER WITH GRAFFITI IS SAFE TO CRAWL ACROSS, BUT THE WINDOW DIRECTLY ABOVE IT IS MOST DEFINITELY NOT, SO GET BACK TO THE LEFT AGAIN.

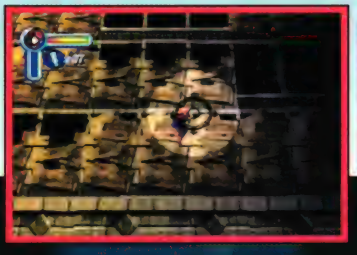
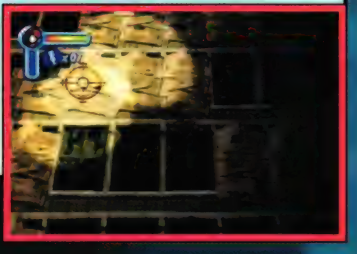
YOU'LL CLIMB UP PAST TWO SETS OF WINDOWS, BOTH OF WHICH WILL BE DESTROYED, BEFORE YOU BUMP INTO A PAIR OF BOARDED WINDOWS, ONE DIRECTLY ABOVE YOU ON THE LEFT, AND ONE IN THE CENTER. MOVE DIAGONALLY ONTO THE CENTER WINDOW AND STRAIGHT UP ACROSS THE STONE SEGMENT.



GET OVER ON THE LEFT, UP PAST THE FIRST BOARDED WINDOWS, THEN DIAGONALLY INTO THE CENTER AGAIN.

JUST A SHORT DISTANCE TO THE CHECKPOINT. HEAD STRAIGHT UP TO THE NEXT BOARDS, DIAGONALLY UP TO THE LEFT SIDE, THEN STRAIGHT UP AND ONTO THE LEDGE. THERE'S SOME **HEALTH** HERE, AND IF YOU HAVE TO CONTINUE, YOU'LL RESTART HERE.

THE NEXT SECTION OF YOUR CLIMB IS RELATIVELY SHORT, BUT YOU'VE GOT TO DEAL WITH A SNIPER TRYING TO TAKE YOU OUT. A CROSSHAIR WILL APPEAR AND BEGIN TO WANDER OVER THE SCREEN. WHEN SPIDEY'S SPIDER SENSE GOES OFF, SHOTS WILL COME DOWN IN AN ARC TOWARD YOU. MOVE STRAIGHT UP AS MUCH AS POSSIBLE, AND WHEN THE SHOTS START COMING IN, MOVE OUT OF THE WAY AND CONTINUE UP TO THE NEXT LEDGE.

ALMOST THERE. UP AND TO THE RIGHT TO AVOID THE FIRST MISSILES FIRED AT THE CENTER, THEN DIAGONALLY UP AND TO THE CENTER.

FROM THE CENTER, CLIMB STRAIGHT UP TO THE ROOFTOP, AND YOU'RE DONE WITH THIS CRAZY BIT OF WALL CRAWLING.

LEVEL 2, AREA 5: BUILDING TOP CHASE

OBJECTIVES

- EVADE THE HELICOPTER CHASING YOU

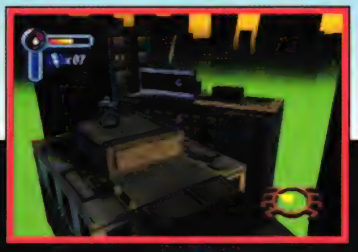
WALKTHROUGH

YOU'RE NOT OUT OF THE FIRE YET. THAT HELICOPTER IS STILL ON YOUR TAIL, AND YOU'VE GOT TO KEEP MOVING. YOU START THIS MISSION WITH THE 'COPTER BEHIND YOU AND A COP OFF TO YOUR LEFT.

THERE'S NO TIME TO PLAY, SO RUN FORWARD AND SWING TO THE BUILDING AHEAD WITH THE TWIN COMMUNICATION TOWERS ON TOP. BOTH TOWERS WILL GET SHOT DOWN, SO MAKE SURE YOU AREN'T NEAR THEM WHEN THEY GET DESTROYED. IF YOU NEED IT, THERE'S SOME **HEALTH** JUST ON THE EDGE AT THE FRONT OF THE BUILDING.

JUMP OFF AND SWING TO THE HOTEL AHEAD. CLIMB UP TO THE ROOFTOP AND A COP ON THE LOOKOUT WILL CONFRONT YOU. BE CAREFUL; MISSILES WILL BE FIRED VERY QUICKLY ONCE YOU HIT THE TOP. IGNORE THE COP AND JUMP TO THE UPPER LEVEL OF THIS BUILDING.

YOU CAN GO FARTHER OFF TO THE RIGHT, TOWARD AN INCOMPLETE BUILDING, BUT IF YOU JUMP FOR THE CRANE AHEAD IN THE DISTANCE, YOU CAN SKIP PART OF THE LEVEL. SWING FOR THE CRANE, WATCH OUT FOR THE COP AT THE END OF IT, AND JUMP OVER TO THE BUILDINGS (AND THE NEVERSOFT BILLBOARD) AHEAD AND TO THE RIGHT.



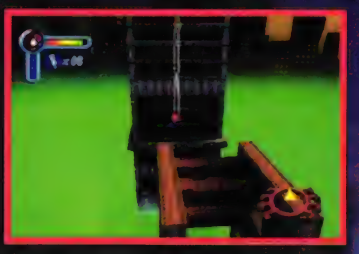
CLIMB ON TOP OF THE NEVERSOFT BILLBOARD AND TURN LEFT, THEN JUMP ONTO THE BUILDING JUST AHEAD (FOLLOW YOUR SPIDEY COMPASS). MORE MISSILES WILL DEVASTATE THE TOP OF THIS BUILDING. RUN AND SWING FOR THE BUILDING AHEAD IN THE DISTANCE.

AS YOU ARE SWINGING TOWARD IT, MISSILES WILL IMPACT IN FRONT OF YOU AND BLOW OPEN AN ENTIRE FLOOR OF THE BUILDING, REVEALING A TRIO OF GUARDS AND SOME **HEALTH**.

GRAB THE HEALTH AND JUMP AHEAD TO THE ROOF OF THE NEXT BUILDING. IF THE COPS ARE GIVING YOU ANY TROUBLE, CONSTRUCT A WEB SHIELD AND BLOW THEM AWAY FROM YOU. RUN TO THE EDGE OF THE BUILDING AND SWING FOR THE BLOCK SUSPENDED FROM THE CRANE IMMEDIATELY AHEAD. PICK UP THE PAIR OF **WEB CARTRIDGES**, THEN SWING FOR THE SECOND BLOCK, WHICH HAS SOME **HEALTH** ON IT.

NOTE ...

BE CAREFUL; MISSILES WILL DESTROY BOTH OF THESE BLOCKS SHORTLY AFTER YOU LAND ON THEM. IF YOU GET KNOCKED DOWN, POINT SPIDEY TOWARD THE NEAREST SAFE SURFACE AND HAMMER ON THE R2 BUTTON AS IF YOUR LIFE DEPENDS ON IT.



JUMP OFF THE BLOCK WITH THE HEALTH ON IT AND SWING TO THE GIRDERS JUST AHEAD. THEN, ONE LAST QUICK JUMP TO THE LARGE BUILDING AND YOU'RE OUT OF THIS LEVEL.

LEVEL 2, AREA 6: SCALE THE GIRDERS

OBJECTIVES

- REACH THE CRANE AND SWING TO THE NEXT AREA

WALKTHROUGH

THIS CLIMB IS A BIT MORE STRAIGHTFORWARD THAN THE FIRST ONE. ONLY A TINY PART OF THE CLIMB TAKES PLACE ON THE SIDE OF THE BUILDING; THE BULK OF YOUR TRIP SKYWARD WILL BE ON THE UNFINISHED STEEL GIRDERS ABOVE.

YOU BEGIN YOUR ASCENT WITH THAT UNBELIEVABLY PERSISTENT HELICOPTER STILL ON YOUR TAIL. CLIMB STRAIGHT UP TO THE SKELETAL BUILDING ON THE ROOFTOP.

YOU'VE GOT TWO CHOICES FROM THIS POINT. EITHER BRAVE THE GIRDERS ON THE INSIDE, AND THE GUNSHOTS FROM THE POLICE WITHIN THE STRUCTURE, OR CLIMB UP THE OUTSIDE AND GET SHOT AT BY A SNIPER.

NEITHER OPTION IS PARTICULARLY PLEASANT, BUT THEY'LL BOTH GET YOU TO WHERE YOU NEED TO BE. THE QUICKER ROUTE IS ON THE OUTSIDE, SO CLIMB ONTO AN OUTER CORNER BEAM AND START CLIMBING.

ON THE WAY UP, THE SNIPER WILL START TAKING POT SHOTS AT YOU. YOU CAN EVADE HIS SHOTS BY CRAWLING AROUND THE CORNER BEAM FROM ONE SIDE TO ANOTHER AS HE BEGINS FIRING AT YOU.

NOTE ...

IF YOU GO UP THE INSIDE INSTEAD, YOU'LL BE ABLE TO GRAB SOME **HEALTH** AND **WEB FLUID** ALONG THE WAY, BUT YOU'LL BE UNDER FIRE FROM THE COPS. ALSO WATCH OUT FOR A FALLING GIRDER HALFWAY UP.

WHEN YOU GET NEAR THE TOP OF THE STRUCTURE, YOUR SPIDER SENSE WILL GO CRAZY. CRAWL ONTO THE TOP OF THE STRUCTURE AND RUN FOR THE CRANE. THE HELICOPTER WILL START UNLOADING ON YOU, SO MOVE QUICKLY.

WHEN YOU REACH THE END OF THE CRANE, JUMP AND SWING FOR THE BLOCK SUSPENDED BY A CRANE IN THE DISTANCE. WHEN YOU LAND ON IT, THE HELICOPTER WILL FIRE MISSILES AND DROP THE BLOCK INTO THE VOID BELOW. A QUICK SWING BY SPIDEY AND YOU'RE ON YOUR WAY TO THE FINAL CHASE LEVEL.

LEVEL 2, AREA 7: POLICE EVADED

OBJECTIVES

GET THAT AGGRAVATING HELICOPTER OFF YOUR BACK

WALKTHROUGH

ONE FINAL CRAZY ROOFTOP CHASE TO DEAL WITH. YOU'LL CLIMB UP THE SIDE OF THE FIRST BUILDING AUTOMATICALLY, WHEN YOU REACH THE TOP, MISSILES WILL IMMEDIATELY RAIN DOWN ON THE ROOFTOP.

RUN AND JUMP FOR THE BLOCK SUSPENDED BY THE CRANE UP AHEAD, THEN QUICKLY SWING TO THE SECOND BLOCK, AND FINALLY TO THE INCOMPLETE BUILDING AHEAD. THE HELICOPTER WILL FIRE ON THE BLOCKS SHORTLY AFTER YOU LAND ON THEM, SO GETTING OFF QUICKLY IS ADVISABLE. YOU DO HAVE ENOUGH TIME TO GRAB THE **HEALTH** AND **WEB CARTRIDGES** IF YOU NEED THEM.

FROM THE GIRDER STRUCTURE, CLIMB ONTO THE BILLBOARD AHEAD (GLOBE? MONSTER? LOOKS LIKE THE LIZARD...), THEN TURN LEFT AND SWING FOR THE BUILDING THAT YOUR SPIDEY COMPASS IS POINTING AT.

NOTHING ESPECIALLY DANGEROUS OCCURS ON THIS ROOFTOP, SO SWING AHEAD TO THE NEXT BUILDING. THE HELICOPTER WILL SHOOT OUT THE GLASS WINDOWS IN THE CEILING, AND YOU CAN DROP DOWN TO PICK UP SOME **HEALTH** IF YOU NEED IT.

CLIMB ON TOP OF THE BILLBOARD ON THE RIGHT SIDE OF THE BUILDING AND SWING FOR THE BUILDING AHEAD. THEN CLIMB UP THE *LEFT* SIDE OF THE BUILDING, BECAUSE THE CRANE NEAR THE BILLBOARD YOU JUMPED ON WILL COLLAPSE INTO THE RIGHT SIDE.

WHEN YOU REACH THE TOP, RUN TO THE EDGE AND MAKE A QUICK DECISION: YOU NEED TO HEAD OFF TOWARD THE RIGHT, BUT THE BUILDING ON THE LEFT HAS A **WEB CARTRIDGE**, WHICH YOU MAY NEED.

EITHER WAY, YOU CAN SWING OVER TO THE BUILDING ON THE RIGHT (THE ONE WITH THE ROXXON OIL BILLBOARD) AND GRAB THE **HEALTH**, THEN QUICKLY JUMP AND SWING TO THE GIRDER STRUCTURE AHEAD.

FROM THE GIRDERS, SWING OVER TO THE BUILDING ON THE RIGHT AND GET UP ON THE ROOFTOP. AN ELEVATOR AWAITS YOU HERE, PREDICTABLY OPENING TO REVEAL MORE OF THOSE PERSISTENT COPS. GRAB THE **HEALTH** INSIDE THE ELEVATOR IF YOU NEED IT, THEN RUN AND SWING FOR THE BLOCK ON THE CRANE AHEAD. ONE LAST QUICK HOP AND SWING, AND YOU *FINALLY* HAVE THAT 'COPTER OFF YOUR TAIL.

LEVEL 3: RHINO'S RAMPAGE

MARVEL COMICS
INNOCENTS AT OMNITEK!
SPIDERMAN
#3
SPIDER-MAN CONFRONTS THE RHINO AT OMNITECH. A HIGH-TECH HEIST WITH THE RHINO INVOLVED? THERE IS MORE TO THIS THAN MEETS THE EYES.
RHINO'S RAMPAGE!

LEVEL 3, AREA 1: SPIDEY VS. RHINO!

ENEMIES

THE RHINO!

OBJECTIVES

- DEFEAT RHINO

WALKTHROUGH

LET'S SEE IF WE CAN DO A QUICK RECAP ON THE EVENTS THAT BROUGHT YOU HERE: VENOM IS ON THE LOOSE AND BROADCASTING THE KIDNAPPING OF MARY JANE IN TIMES SQUARE, RHINO IS ASSAULTING OMNI TECH, AND THE NYPD IS CONVINCED SPIDER-MAN IS A WANTED CRIMINAL. NO PROBLEM, AT LEAST BLACK CAT IS ON YOUR SIDE, RIGHT?

SPIDEY DECIDES RHINO IS THE MORE IMMEDIATE THREAT, DESPITE HIS CONCERN FOR MARY JANE'S WELFARE, SO IT'S OFF TO OMNI TECH YOU GO. BY THE TIME YOU GET THERE, SOMEONE HAS MADE OFF WITH ANOTHER STOLEN PIECE OF HIGH TECH EQUIPMENT. IMMEDIATELY AFTERWARD, RHINO ATTACKS AND WOUNDS BLACK CAT—NOT GOOD. YOU NEED TO PUT THIS OVERWEIGHT AND UNDER-BRAINED THUG DOWN.

GOING TOE-TO-TOE WITH RHINO WOULD NOT BE A GOOD IDEA. HE'S PROTECTED BY HIS SUIT, WHICH IS FUSED TO HIS SKIN, AND ANY BLOWS YOU LAND ON HIM AREN'T GOING TO CAUSE A LOT OF DAMAGE. YOU'LL NEED TO SOFTEN HIM UP FIRST. THANKFULLY, YOU'VE GOT THE MEANS TO DO SO. AS SOON AS RHINO TURNS AND FACES YOU, DUCK BEHIND ONE OF THE GENERATORS AND LET HIM COME RUSHING HEADFIRST AT YOU; HE'LL SLAM INTO THE GENERATOR AND RECEIVE A NICE JOLT OF ELECTRICITY.

TIP!!

YOU CAN TELL WHEN RHINO IS ABOUT TO CHARGE BY WATCHING HIS FEET; HE'LL USUALLY PACE THREE TIMES BEFORE CHARGING. BUT BE ALERT, BECAUSE HE'LL OCCASIONALLY RUSH YOU IMMEDIATELY.

WHILE HE'S BUSY ENJOYING THE JUICE, MOVE OVER NEXT TO ANOTHER GENERATOR AND WATCH HIM COOK. THEN WHEN HE TURNS TO FACE YOU, DUCK BEHIND THE GENERATOR AGAIN.

RINSE AND REPEAT. KEEP DOING THIS UNTIL ALL FOUR GENERATORS ARE COMPLETELY KNOCKED OUT. NOW YOU MUST FINISH HIM BY HAND. BAIT HIM INTO RAMMING SOMETHING AND EITHER JUMP OUT OF THE WAY OR DUCK BEHIND A GENERATOR. THEN MOVE IN AND LAND TWO QUICK HITS WITH YOUR WEB GLOVES OUT, FOLLOWED BY A VERY QUICK JUMP OUT OF HARM'S WAY.

IT IS POSSIBLE TO LAND ALL THREE BLOWS, BUT IT'S NOT SAFE. IF HE RECOVERS WHILE YOU ARE TRYING TO BEAT ON HIM, YOU'LL RECEIVE A RHINO PUNCH TO THE FACE.

WHEN HE FINALLY GOES DOWN, THE POLICE WILL SHOW UP, ALONG WITH OCTAVIUS! EITHER OTTO IS ON THE RIGHT SIDE OF THE LAW NOW, OR SOMETHING STRANGE IS GOING ON. LOOKING AROUND FOR BLACK CAT AS PETER PARKER QUICKLY REVEALS THAT ALL IS NOT AS IT SEEMS. CAT GETS ABDUCTED BY SOME VERY INHUMAN LOOKING PARAMEDICS AND SPIDEY NOW HAS ONE MORE HEADACHE TO ADD TO HIS ALREADY BAD DAY.

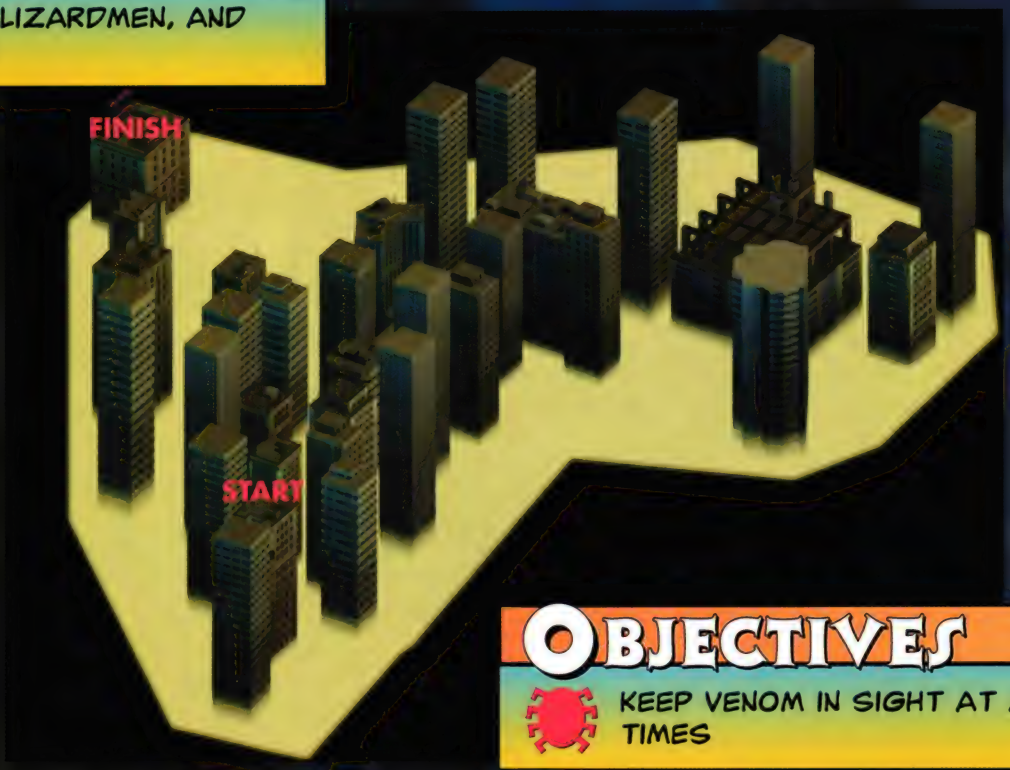
LEVEL 4: ENTER VENOM

ENTER VENOM
SPIDER-MAN
MARVEL COMICS
#4
VENOM IS ONE OF SPIDEY'S GREATEST FOES. BEFITTING THAT TITLE, HE ENTERS THE LONGEST STRETCH OF AREAS IN THE GAME. PICK UP THE PACE; MARY JANE IS DEPENDING ON YOU!
WE'RE BACK!!!

LEVEL 4, AREA 1: CATCH VENOM

ENEMIES

VENOM, A HOST OF LIZARDMEN, AND NEW YORK SEWAGE.



OBJECTIVES

KEEP VENOM IN SIGHT AT ALL TIMES

WALKTHROUGH

AFTER HAVING A LONG CONVERSATION WITH THE HUMAN TORCH, MOSTLY ABOUT SPIDER-MAN'S REALLY BAD DAY, JOHNNY RETURNS TO THE FANTASTIC FOUR'S HQ, AND SPIDEY TAKES OFF TO LOOK FOR VENOM. OF COURSE, THIS DOESN'T TAKE LONG, AS VENOM SEEKS OUT PETER AND INVITES HIM TO JOIN IN A LOVELY GAME OF CHASE THE UGLY SYMBIOTE.

YOU'VE GOT TO KEEP UP WITH VENOM; IF HE GETS TOO FAR OUT OF SIGHT, HE'LL GET AWAY FOR GOOD AND IT'S GAME OVER FOR YOU. FIRST STEP: RUN STRAIGHT FORWARD FROM YOUR STARTING POINT, JUMP, AND SWING AFTER VENOM.

VENOM WILL SWING TO A BUILDING AHEAD AND TO THE LEFT; IGNORE IT AND SWING TO THE ONE SLIGHTLY TO THE RIGHT—YOU NEED TO GAIN SOME GROUND ON HIM. THE ROOF IS DOUBLE-LAYERED; JUMP UP ONTO THE UPPER ROOFTOP AND SWING FORWARD. YOU SHOULD BE ABLE TO SEE VENOM JUST UP AHEAD.

YOU SHOULD LAND ON THE BUILDING BEHIND VENOM, WITH A CATWALK CONNECTING TO THE NEXT ROOFTOP AND THE BUILDING BEYOND. JUMP AND SWING FORWARD AGAIN; YOU NEED TO KEEP SWINGING TO KEEP YOUR SPEED.

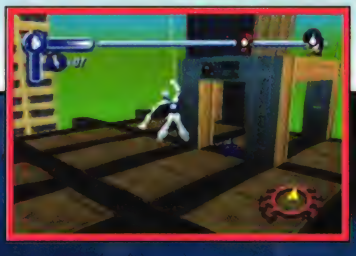
AGAIN VENOM WILL SWING OFF TO THE LEFT, AND AGAIN YOU SHOULD IGNORE HIM AND SWING STRAIGHT AHEAD TO CUT IN FRONT OF HIM.

IF YOU'RE CLOSE, YOU WILL LAND JUST AS VENOM HITS THE ROOF IN FRONT OF YOU AND DARTS OFF TO THE RIGHT. TURN RIGHT AND QUICKLY SNAP THE CAMERA TO REORIENT YOURSELF (TAP L1). THEN JUMP AND SWING AGAIN, THIS TIME TOWARD THE OPEN STRUCTURE JUST AHEAD.

VENOM WILL LAND AMONG THE COLUMNS AND MOVE QUICKLY AHEAD, BUT YOU CAN TAKE ENOUGH OF A BREATHER HERE TO GRAB THE **GOLDEN ARMOR** IN THE LEFT CORNER.

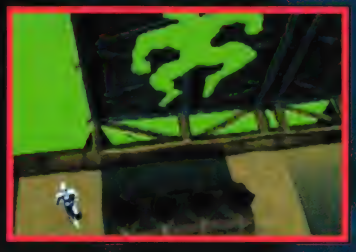
AFTER YOU PICK IT UP, CHASE VENOM AROUND THE COLUMNS. HE'LL SWING AHEAD AND SMASH THROUGH THE SIDE OF AN OFFICE BUILDING. ENTER THE HOLE HE CREATED AND

WHEN VENOM FORCIBLY EXITS THE FAR SIDE OF THE BUILDING, YOU'LL AUTOMATICALLY SWING AFTER HIM AND TOUCHDOWN ON THE SIDE OF ANOTHER BUILDING. QUICKLY CLIMB ONTO THE ROOFTOP. VENOM WILL BE JUST AHEAD, BUT *DON'T* RUN STRAIGHT FOR HIM. TURN LEFT AND RUN FOR THE CORNER, THEN JUMP OFF AND SWING TO THE BUILDING AHEAD.



YOU SHOULD BE KEEPING UP WITH VENOM HERE, BUT JUST BARELY. HE'LL SWING AHEAD OF YOU AGAIN; JUMP AND PURSUE HIM.

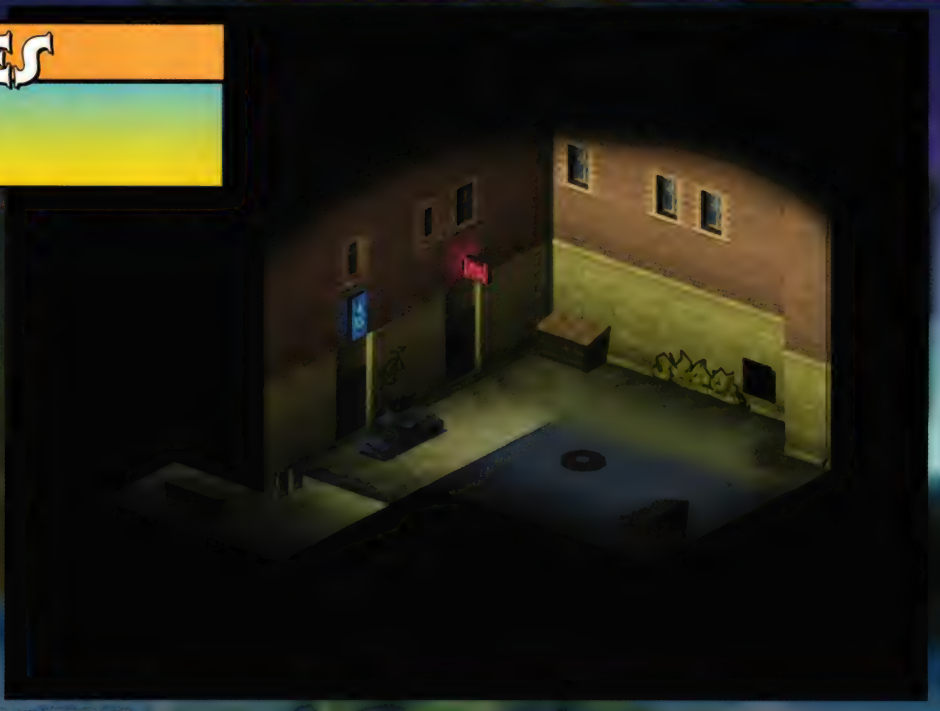
ALMOST THERE. FOLLOW VENOM ACROSS TWO MORE ROOFTOPS, THEN HE'LL CHANGE DIRECTION SHARPLY TO THE RIGHT. GO AFTER HIM AND YOU'LL FINISH THE CHASE—OR AT LEAST, THIS PART OF IT. VENOM DIVES INTO AN ALLEY BELOW, AND YOU'RE GOING DOWN FOR A CONFRONTATION.



LEVEL 4, AREA 2: SPIDEY VS. VENOM!

OBJECTIVES

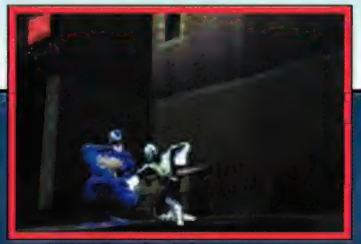
- DEFEAT VENOM



WALKTHROUGH

VENOM HAS LONG BEEN A DANGEROUS FOE OF SPIDER-MAN. WHEN SPIDEY FINALLY DETACHED THE SYMBIOTE FROM HIMSELF, IT BONDED WITH EDDIE BROCK AND CREATED THE PERSONALITY KNOWN AS VENOM. WHILE AT FIRST VENOM WAS WILDLY OUT OF CONTROL, THESE DAYS VENOM IS PRIMARILY CONCERNED WITH THE INNOCENCE (OR LACK THEREOF) OF THOSE HE FIGHTS. IN THIS CASE, PETER DOES *NOT* APPEAR TO BE INNOCENT AND THUS VENOM BELIEVES IT TO BE HIS DUTY TO FIGHT HIM.

BE THAT AS IT MAY, VENOM IS MISTAKEN, AND YOU'RE GOING TO HAVE TO PUMMEL SOME SENSE INTO HIM. SPIDEY PUTS ON HIS WEB GLOVES AND SWINGS FOR VENOM, ONLY TO WATCH HIM FADE AWAY. WHY? THE SYMBIOTE THAT BONDED WITH BROCK HAS THE ABILITY TO DAMPEN PETER'S SPIDEY SENSE, SO YOU'LL HAVE TO RELY ON YOUR OWN EYES AND EARS TO LOCATE HIM. MOVE QUICKLY TO A WALL, TURN AROUND, AND SNAP THE CAMERA INTO POSITION BEHIND YOU (TAP L1).



LISTEN CAREFULLY FOR THE SOUND OF VENOM FADING INTO EXISTENCE. THEN FACE HIM, RUN UP TO MEDIUM RANGE, AND RAPIDLY FIRE TWO WEB BALLS.

TIP!!

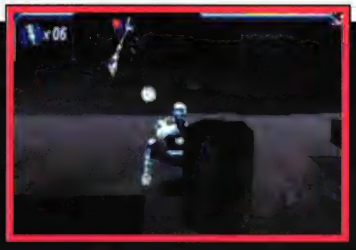
MAKE SURE YOU GET CLOSE TO VENOM BEFORE YOU TRY TO ATTACK HIM. IF HE FADES IN COMPLETELY AND YOU ARE FAR AWAY FROM HIM, HE'LL ATTACK YOU WITH A VARIETY OF UNAVOIDABLE, HIGHLY DAMAGING ATTACKS.

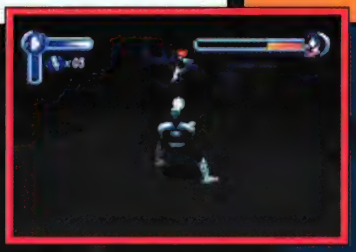
IF YOU PICKED UP THE ARMOR ON THE LAST LEVEL, YOU'LL HAVE AN EXTRA HEALTH BAR TO HELP SOAK UP ANY PUNISHMENT YOU TAKE, BUT IF YOU NEED A BOOST, LIFT THE DUMPSTER IN THE CORNER TO REVEAL SOME **HEALTH**.

KEEP UP THE PATTERN, RUNNING TO A WALL WHEN VENOM VANISHES, THEN APPROACHING TO MEDIUM RANGE AND FIRING WEB BALLS WHEN HE APPEARS. IT IS POSSIBLE TO GET IN CLOSE AND SMACK HIM UPSIDE THE HEAD WITH YOUR WEB GLOVES, BUT HE'LL RETALIATE QUICKLY UNLESS HE WAS IN THE MIDDLE OF GLOATING.

WARNING!

KEEP OFF THE WALLS; THEY AREN'T CONDUCIVE TO YOUR HEALTH. VENOM WILL PULL YOU DOWN AND PUMMEL YOU PAINFULLY.





AFTER RUNNING YOUR ATTACK PATTERN A FEW TIMES, VENOM WILL DROP. DROP DOWN INTO THE SEWER THAT IS. SPIDEY QUICKLY TAKES OFF IN PURSUIT, AND YOU'RE GOING INTO THE DEPTHS.

LEVEL 4, AREA 3: SEWER ENTRANCE

OBJECTIVES

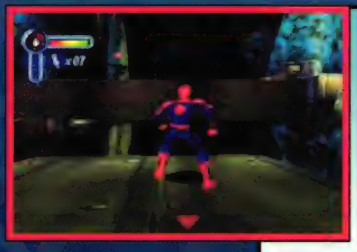
- CATCH VENOM

WALKTHROUGH

YOU DROP INTO THE SEWER IN HOT PURSUIT OF VENOM, ONLY TO SEE HIM QUICKLY RUN AHEAD AND VANISH INTO A HOLE IN THE WALL. NOTHING TO DO BUT GO AFTER HIM, AND FAST.

RUN DOWN THE SEWER CHANNEL TO THE HOLE ON THE RIGHT AND ENTER THE TUNNEL.

VENOM IS SOMEWHERE AHEAD OF YOU. KEEP MOVING DOWN THE TUNNEL, AND GET READY FOR A NASTY WELCOMING PARTY. SPIDEY'S SPIDER SENSE WILL GO WILD, AND TWO GROTESQUE CREATURES WILL COME AROUND THE CORNER, HUNGERING FOR A TASTY SPIDER TREAT.



THESE LIZARDMEN ARE REMNANTS OF TWISTED EXPERIMENTS CONDUCTED BY THE LIZARD, AND THEY HOLD NO LOVE FOR INTRUDERS WITHIN THEIR REALM. DON'T BOTHER FIGHTING THE FIRST PAIR THAT ACCOSTS YOU. MOVE DOWN THE TUNNEL UNTIL YOU REACH THE EDGE OVERLOOKING A DEEP CHASM.

SEVERAL THICK PIPES BRIDGE THE GAP AHEAD, WITH AN UNFRIENDLY LIZARD-MAN WAITING FOR YOU ON EACH ONE. GRAB THE FIRST ONE WITH A WEB PULL, THEN SWING TO THE FIRST PIPE.

YOU CAN QUICKLY SWING AHEAD, ACROSS THE REMAINING PIPES, TO THE OPENING IN THE CAVERN WALL AHEAD. AS YOU SWING ALONG, YOU CAN SEE THE REMNANTS OF STRUCTURES DOWN IN THE DARKNESS BELOW. YOU NEVER KNOW WHAT YOU'LL FIND BENEATH NEW YORK.

TIP!!

YOU DON'T NEED TO TIME YOUR SWINGS PERFECTLY. YOU CAN PRESS R2 REPEATEDLY UNTIL SPIDEY'S WEB CATCHES. IN MANY CASES, IT WILL SAVE YOUR LIFE IF THE WEB CATCHES AND SPIDEY GETS HIT; HE'LL THROW OUT A LIFELINE BEFORE HE FALLS TOO FAR TO SHOOT WEBBING.

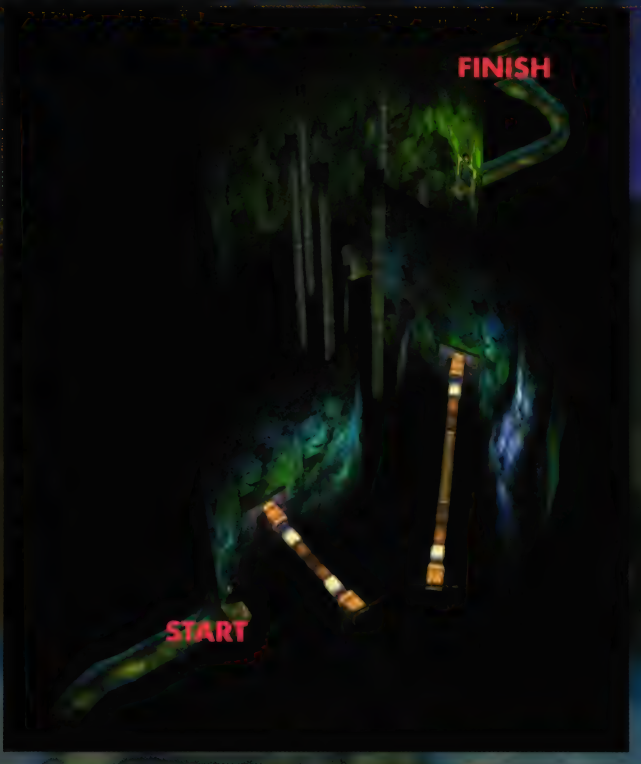
GRAB THE **HEALTH**, THEN WALK INTO THE TUNNEL. WHEN YOU ENTER THE CAVE, THE DOOR WILL SEAL BEHIND SPIDER-MAN; A LITTLE PRESENT FROM VENOM NO DOUBT. AND JUST TO MAKE THINGS BETTER FOR OUR WALLCRAWLING HERO, A PACK OF LIZARDMEN COME LOPING AROUND THE CORNER. YOU MAY WANT TO SOFTEN THEM UP A BIT FROM A DISTANCE WITH WEB BALLS, OR EVEN PULL ONE OF THEM AHEAD OF THE PACK WITH A WEB PULL. THIS COULD GAIN YOU SOME EXTRA TIME TO PUT ONE OUT OF THE PICTURE QUICKLY.

POLISH OFF THE LIZARDMEN UP CLOSE WITH SOME WEB GLOVES AND A BIT OF FISTICUFFS. THEN YOU CAN RESUME YOUR CHASE AFTER VENOM, WHO AWAITS AHEAD, MOCKING YOU AND THEN FLEEING DEEPER INTO THE DEPTHS.

LEVEL 4, AREA 4: SEWER CAVERN

OBJECTIVES

- CATCH VENOM



WALKTHROUGH

VENOM IS ANNOYINGLY GOOD AT GETTING AWAY, BUT SPIDEY IS NOTHING IF NOT PERSISTENT, SO AFTER VENOM YOU GO. THIS SECTION OF THE DANK UNDERGROUND HAS MORE PIPING THAT YOU MUST SWING ACROSS BEFORE THE CAVERN LOOPS AROUND IN A HAIRPIN LEFT TURN. RUN AND JUMP OFF THE LEDGE WHERE YOU BEGIN, AND SWING FOR THE FIRST PIPE.

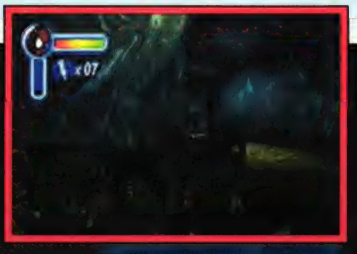
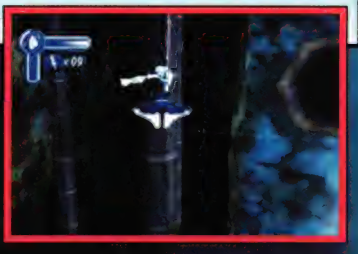
YOU CAN SAFELY IGNORE THE LIZARDMAN ON THE FIRST PIPE; JUMP AND SWING FOR THE SECOND PIPE AHEAD. WHEN YOU LAND, ANOTHER PAIR OF REPTILIAN MONSTERS WILL MENACE YOU. YOU DON'T NEED TO MESS WITH THEM, BUT YOU CAN PUT THEM DOWN IF YOU ARE UNCOMFORTABLE MANEUVERING ON THE NARROW PIPE WITH ENEMIES AROUND YOU.

RUN TO THE END OF THE PIPE (JUMP OVER THE LIZARDMEN IF YOU DIDN'T TAKE THEM OUT) AND SWING OVER TO THE CLOSEST VERTICAL PIPE TO THE LEFT.

WHEN YOU REACH THE PIPE, YOU'LL RECEIVE A MESSAGE REMINDING YOU ABOUT YOUR L1 FIRST PERSON MODE, AND FOR GOOD REASON. THE EASIEST WAY TO WORK ALONG THESE PIPES IS TO USE DIRECT TARGETING AND SWINGING. CRAWL AROUND THE PIPE TO THE LEFT A BIT, THEN HOLD L1 AND TARGET THE PIPE DIRECTLY ACROSS FROM YOU, IN FRONT OF THE WATERFALL.

SWING OVER TO THE PIPE AND CLIMB AROUND TO THE LEFT, THEN GO INTO FIRST PERSON MODE AND TARGET THE AREA JUST INSIDE THE WATERFALL—A HIDDEN ROOM, REPLETE WITH HANDY ITEMS.

SWING INSIDE AND GATHER UP THE GOODS: SOME **HEALTH**, **TWO WEB FLUID CARTRIDGES**, AND MOST IMPORTANTLY, A SUIT OF **SPIDEY ARMOR**. GRAB THE STASH, AND THEN RUN AND JUMP BACK OUT THROUGH THE WATERFALL TO ONE OF THE PILLARS AHEAD.

CRAWL AROUND THE PILLAR AND AIM FOR ONE OF THE LAST FEW UP AHEAD. YOU'RE ALMOST THERE. CRAWL AROUND THE PIPE YOU LAND ON AND AIM FOR THE LEDGE UP AHEAD. YOU MAY NEED TO SWING TO THE FINAL PILLAR TO GET A CLEAN SHOT AT THE LEDGE.

THE DOOR WILL OPEN, REVEALING SOME **HEALTH**, AND ANOTHER PACK OF LIZARDS. YOU NEED NOT BOTHER WITH THEM. JUMP OVER THEIR HEADS AND RUN TO THE END OF THE TUNNEL. VENOM WILL FLY PAST ON A SUBWAY TRAIN, AND SPIDEY WILL QUICKLY SWING AFTER HIM.

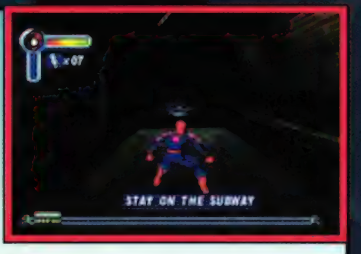
LEVEL 4, AREA 5: SUBWAY

OBJECTIVES

- RIDE THE TRAIN TO THE END OF THE LEVEL

WALKTHROUGH

VENOM JUMPS ONTO A SPEEDING TRAIN TO EVADE PETER, AND ONCE MORE YOU MUST GO AFTER HIM. THIS LEVEL IS MORE OF A STRAIGHTFORWARD TEST OF SKILLS THAN A SERIES OF GOALS YOU MUST ACCOMPLISH. YOU'VE GOT TO STAY ON THE TRAIN UNTIL THE METER AT THE BOTTOM OF THE SCREEN HITS THE END. WHEN YOU BEGIN THIS AREA, THE SCREEN FADES IN JUST AS VENOM FADES OUT. HE'S AROUND—SOMEWHERE.



SHORTLY, THREE LIZARDMEN WILL DROP FROM THE ROOF OF THE TUNNEL ONTO THE TOP OF THE TRAIN. NOT GOOD. BUT ALSO NOT A PROBLEM FOR OUR FAVORITE WEBSLINGER.

THE TRICK HERE IS TO CONSERVE YOUR WEB FLUID. AVOID FIGHTING THE LIZARDMEN UNLESS NECESSARY, AND KEEP YOURSELF POINTED TOWARD THE *FRONT* OF THE TRAIN. HEALTH AND WEB FLUID WILL COME FLYING DOWN THE TUNNEL, BUT YOU WON'T BE ABLE TO LINE YOURSELF UP TO GRAB THEM UNLESS YOU ARE FACING FORWARD.

YOU CAN KEEP YOURSELF OUT OF HARM'S WAY BY CONTINUALLY JUMPING OVER THE LIZARDS, RUNNING TO THE FRONT OF THE TRAIN, THEN TURNING AROUND, TAPPING L1 TO RE-CENTER THE CAMERA, AND JUMPING AND RUNNING TO THE REAR OF THE TRAIN. WHEN YOU REACH THE BACK, FLIP AROUND, KEEP AN EYE OUT FOR HEALTH AND WEB FLUID COMING TOWARD YOU, AND THEN RUN FORWARD AGAIN WHEN THE LIZARDMEN GET TOO CLOSE.

TIP!!

IF ONE OF THE LIZARDMEN GETS CLOSE AND REARS UP TO GRAB SPIDEY, ACTIVATE HIS WEB GLOVES. THE FEW SECONDS OF INVULNERABILITY WILL PREVENT THE LIZARD FROM TAKING A BITE OUT OF PETER.

TIP!!

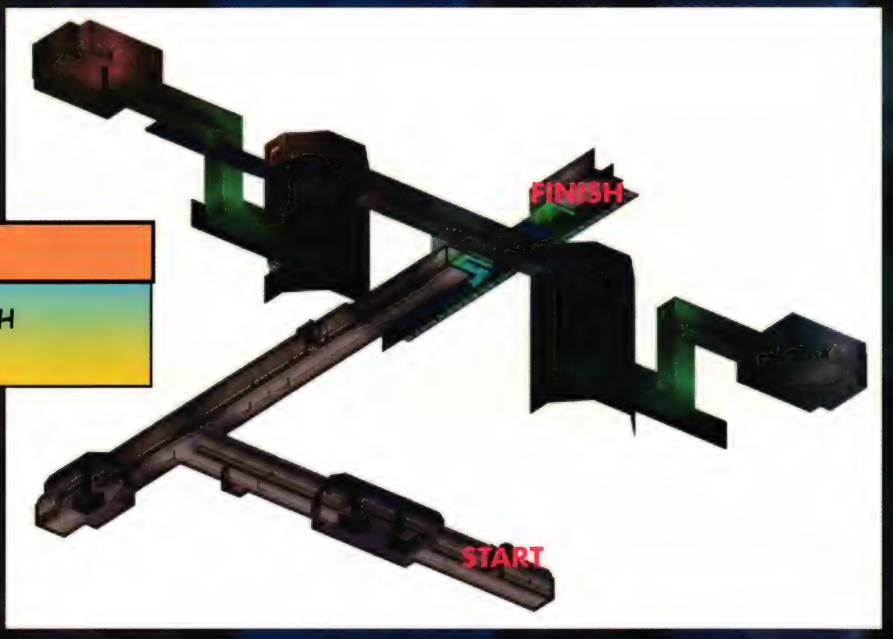
YOU CAN PROTECT YOURSELF EASILY BY ACTIVATING A WEB SHIELD SHOULD YOU GET SURROUNDED. JUST KEEP IN MIND THE EXTREMELY HIGH COST IN WEB FLUID. STILL, IT'S BETTER TO USE YOUR FLUID THAN BECOME DINNER FOR ONE OF THE LIZARDS.

WHEN THE TRAIN ON THE METER HITS THE END, YOU JUST NEED TO CLEAN THE LAST FEW LIZARDS OFF THE TRAIN, AND YOU'RE DONE WITH THIS LEVEL. WHERE DID VENOM GO? RIGHT BEHIND YOU, OF COURSE. HE SLAMS YOU HARD AND KNOCKS YOU OFF THE TRAIN, DOWN A SHAFT INTO PARTS UNKNOWN.

LEVEL 4, AREA 6: SEWAGE PLANT

OBJECTIVES

- FIND YOUR WAY THROUGH THE PLANT

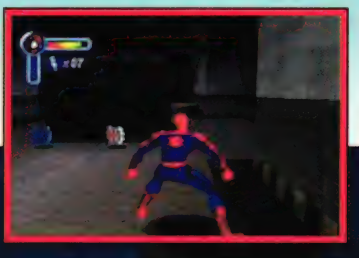


WALKTHROUGH

AFTER GETTING KNOCKED OFF THE TRAIN BY VENOM, YOU WIND UP IN PART OF NEW YORK'S WATER SUPPLY. YOU NEED TO FIND THE RIGHT SWITCH ROOMS TO OPEN A PATH SO THAT YOU CAN FOLLOW VENOM. YOU BEGIN THIS LEVEL WITH THREE LIZARDMEN STALKING YOU IMMEDIATELY.

NATURALLY, THE BEST FIGHT IS NO FIGHT, SO JUMP OVER THEM AND HEAD STRAIGHT DOWN THE PASSAGEWAY. JUMP OVER THE PAIR OF GENERATORS HERE, AND THEN SWING DOWN THE TUNNEL AHEAD, TO THE INTERSECTION, AND TAKE THE LEFT TURN.

MORE LIZARDMEN LIE IN WAIT AT THE INTERSECTION, BUT YOU CAN IGNORE THEM AND RUN DOWN THE HALL. JUMP OVER THE GENERATOR IN THE SMALL ROOM AT THE END. TURN AROUND; YOUR REWARD FOR EXPLORING IS SOME **HEALTH** AND A **WEB FLUID CARTRIDGE**. TAKE THE GOODIES, THEN RETURN TO THE INTERSECTION, THIS TIME GOING DOWN THE RIGHT PATH.



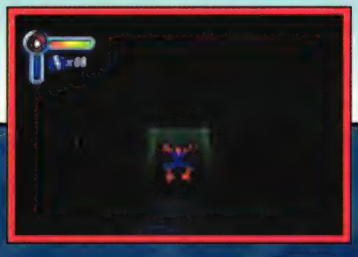
JUMPING OVER THE LIZARDS WOULD BE ADVISABLE. MORE AWAIT YOU DOWN THE HALL, BUT THERE IS SOME MORE **HEALTH** ALONG THE WAY, AND YOU DON'T NEED TO FIGHT THEM, EITHER. WHEN YOU REACH THE END OF THE HALL, YOU WILL FIND YOUR PATH BLOCKED BY A GRATE. WHERE TO GO? UP, OF COURSE. JUMP UP INTO THE HOLE IN THE CEILING, AND CRAWL TO THE LEFT. SHORTLY, YOU'LL HAVE TO COME BACK HERE AND GO TO THE RIGHT.

DROP OFF THE WALL AND RUN DOWN THIS SHORT HALLWAY. YOU'LL REACH THE END OF THE LINE QUICKLY. A SWIRLING POOL OF WATER BLOCKS FURTHER PASSAGE, BUT A CONVENIENT SWITCH ON THE OTHER SIDE OF THE WATER WILL PROVIDE YOU WITH A MEANS TO CONTINUE. WEB THE SWITCH AND THEN GO INTO FIRST PERSON MODE AND WATCH THE WATER DRAIN.

WARNING!

BE CAREFUL; TOUCHING THE WATER IS INSTANTLY FATAL TO SPIDEY.

WHEN THE WATER DROPS BELOW THE GRATING ON THE FLOOR BELOW, YOU CAN SAFELY JUMP DOWN. MAKE SURE YOU JUMP FORWARD; YOU NEED TO MOVE QUICKLY BEFORE THE WATER LEVEL RISES AGAIN. WHEN YOU HIT THE BOTTOM, RUN FORWARD INTO THE SMALL PASSAGE, THEN JUMP AND CLIMB UP THE WALL.



TIP!!

SHORT HOPS WILL SPEED YOUR PASSAGE ACROSS GRATING. JUST BE CAREFUL NOT TO GET STUCK TO THE WALL ABOVE THE PASSAGE OR THE CEILING IN THE PASSAGE ITSELF.

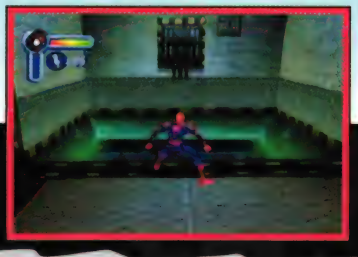
WHEN YOU REACH THE TOP, RUN DOWN THE HALL AND INTO THE FIRST SWITCH ROOM. THREE LEVERS ARE ON THE WALL; HIT ALL THREE WITH YOUR WEBBING TO OPEN THE PATH TO THE SECOND SWITCH ROOM (BACK WHERE YOU CLIMBED UP AND WENT LEFT BEFORE). TRIGGERING THE SWITCHES WILL CAUSE ANOTHER PACK OF LIZARDS TO COME AFTER YOU. THIS TIME, YOU MUST FIGHT.

NO SWEAT. SLAP ON SOME WEB GLOVES AND PUT THEM OUT OF COMMISSION. WHEN THE LIZARDMEN ARE DOWN, GO BACK DOWN THE HALL AND TRIGGER THE SWITCH ON THE WALL; IT'LL LOWER THE WATER SO YOU CAN CROSS THE GRATING BELOW ONCE AGAIN. AGAIN, GO INTO FIRST PERSON MODE AND WATCH THE WATER LEVEL—YOU DON'T WANT TO FALL INTO IT.

WHEN THE WATER GOES BELOW THE GRATING, DROP DOWN, RUN FORWARD QUICKLY, THEN JUMP ONTO THE WALL AND CLIMB BACK UP INTO THE HALLWAY ABOVE. RUN FORWARD DOWN THE HALL, JUMP ACROSS THE HOLE YOU CLIMBED UP IN THE FIRST PLACE, AND CONTINUE DOWN THE HALLWAY TO THE SECOND LARGE POOL OF WATER.

THE SETUP IS EXACTLY THE SAME ON THIS SIDE. TRIGGER THE SWITCH WITH YOUR WEBBING TO LOWER THE WATER LEVEL, JUMP DOWN, RUN FORWARD, AND CLIMB UP THE SHAFT TO THE SECOND SWITCH ROOM. THIS TIME, THE LIZARDS WILL BE WAITING FOR YOU WHEN YOU ENTER THE ROOM. TAKE THEM OUT AND FLIP THE SWITCHES, WHICH WILL OPEN THE GRATE THAT BLOCKED YOUR PROGRESS. RETURN TO THE NOW OPENED GRATE IN THE SAME FASHION.

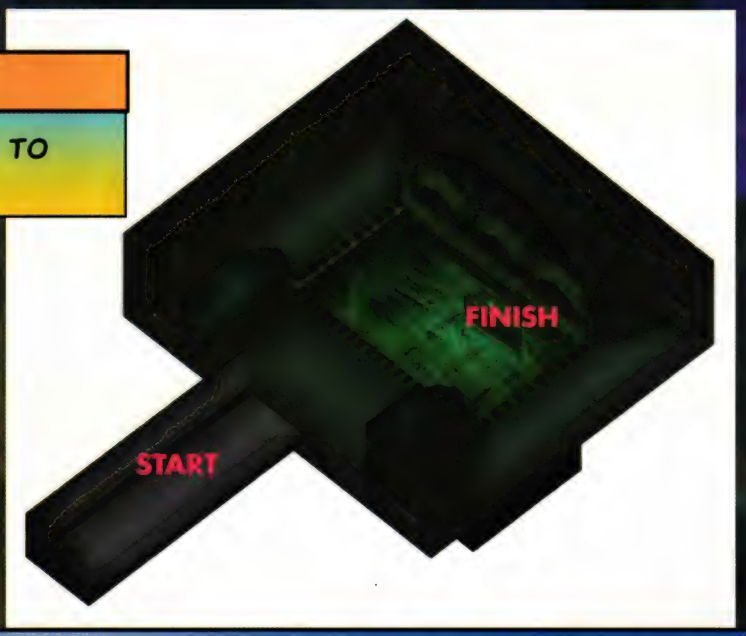
RUSHING WATER IS WHAT AWAITS YOU PAST THE GRATE, BUT THERE IS A SWITCH TO PRESS. HIT IT WITH WEBBING, LET THE WATER LEVEL DROP, THEN HOP INTO THE CHANNEL AND RUN FORWARD. THERE'S SOME **HEALTH** ALONG THE WAY IF YOU NEED IT. ABOUT MIDWAY DOWN THE CHANNEL, A GAP IN THE CEILING IS REVEALED. JUMP UP AND YOU'RE THROUGH WITH THIS AREA.



LEVEL 4, AREA 7: HIDDEN SWITCHES

OBJECTIVES

- TRIGGER FOUR SWITCHES TO LOWER THE WATER

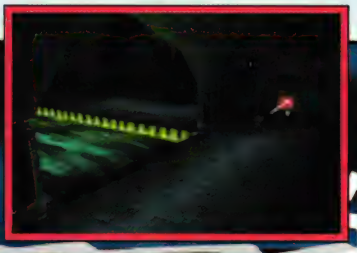


WALKTHROUGH

IN A BLESSED RELIEF FROM THE LONG ROUTE TO GET HERE, THIS AREA IS QUITE SIMPLE. ALL YOU NEED TO DO IS HIT THE FOUR SWITCHES IN THIS ROOM IN THE PROPER ORDER. EACH SWITCH YOU PRESS WILL LOWER THE WATER LEVEL IN THE CENTER OF THE ROOM. WHEN THE FINAL SWITCH IS PRESSED, THE PATH WILL BE CLEAR TO CONTINUE ON YOUR WAY.

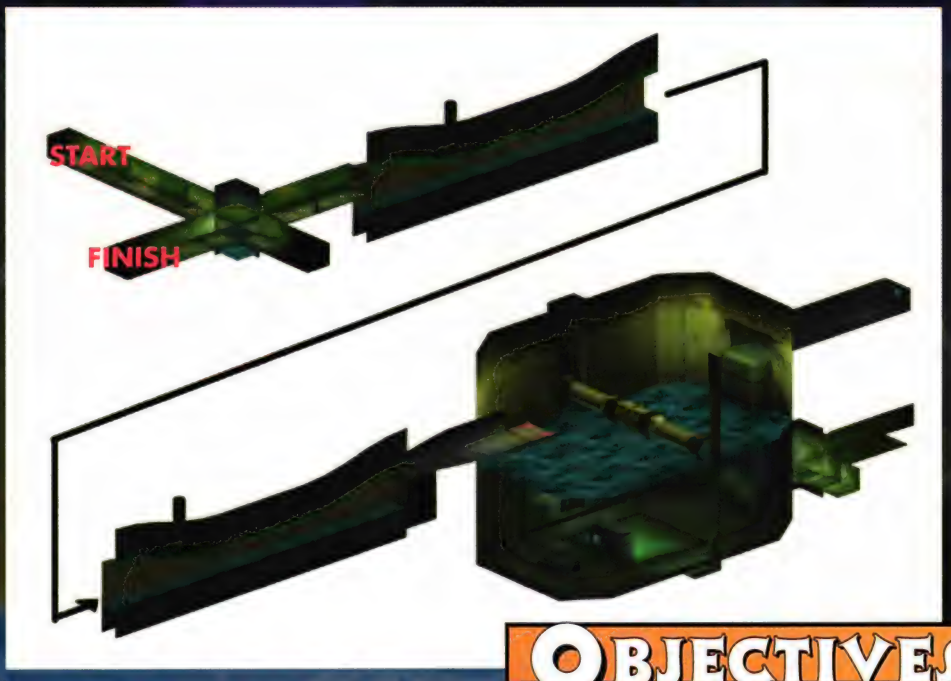
QUICK AND EASY, YOU START THIS AREA OVERLOOKING A POOL OF WATER JUST AHEAD. THE FOUR SWITCHES ARE LOCATED TWO TO A SIDE, ON THE LEFT AND RIGHT OF THE POOL. JUMP OUT OVER THE POOL AND SWING TO THE LEFT. WHEN YOU TOUCH DOWN, TURN LEFT AGAIN AND HIT THE FIRST SWITCH.

PRESSING THE SWITCH WILL TRIGGER YOUR SPIDER SENSE AND THE RELEASE OF MORE ANGRY LIZARDMEN. IT WILL ALSO LOWER THE WATER LEVEL SLIGHTLY. IT ALSO MOVES THE SHIELD BLOCKING THE SWITCH DIAGONALLY, OPPOSITE TO YOUR CURRENT POSITION. SWING BACK ACROSS THE WATER AND TRIGGER THE SWITCH (AGAIN, LEFT SIDE WHEN YOU LAND).



TWO SWITCHES LEFT. SWING BACK ACROSS THE POOL AND HIT THE SWITCH ON THE RIGHT, THEN ONCE MORE ACROSS THE POOL TO PRESS THE FINAL SWITCH. DROP INTO THE NOW EMPTY POOL IN THE CENTER AND WALK DOWN THE TUNNEL TO EXIT THIS AREA.

LEVEL 4, AREA 8: TUNNEL CRAWL



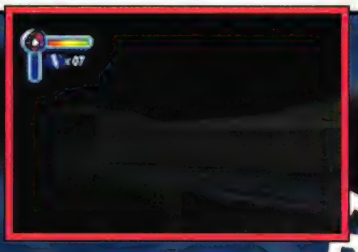
OBJECTIVES

- FOLLOW VENOM

WALKTHROUGH

HE'S STILL AHEAD OF YOU, AND YOU'VE STILL GOT TO CATCH HIM. VENOM DARTS DOWN A HALLWAY TO THE LEFT. RUN AFTER HIM AND JUMP INTO THE HOLE HE CREATED IN THE GRATE AT THE END OF THE HALL. MAKE SURE YOU STICK TO THE CEILING; YOU NEED TO CRAWL ABOVE THE WATER TO REACH THE END OF THIS TUNNEL SAFELY.

WHEN THE WATER LEVEL DROPS, CRAWL FORWARD QUICKLY; YOU NEED TO REACH THE NEXT RISE IN THE TUNNEL BEFORE THE WATER COMES UP AND DRAGS SPIDEY INTO THE CURRENT. WHEN YOU REACH THE FIRST RISE, GET UP TO THE EDGE OF THE WATER AND WAIT FOR IT TO DROP, THEN CREEP FORWARD SWIFTLY. THIS TIME, WHEN YOU REACH THE SECOND RISE, YOU'LL HAVE TO WAIT FOR THE WATER TO GO DOWN AND COME UP ONCE BEFORE YOU PROCEED. IT'S NOT SAFE TO START CRAWLING UNLESS THE WATER GOES DOWN JUST AS YOU START MOVING FORWARD.



YOU EMERGE FROM THE WATER TUNNEL JUST DOWN THE HALL FROM A HUGE WATER POOL. RUN FORWARD, GRAB THE **HEALTH** IF YOU NEED IT, THEN WATCH THE WATER'S PATTERN. YOU NEED TO SWING TO THE ENORMOUS PIPE IN THE CENTER WHEN THE WATER STARTS TO DROP BELOW IT, AND THEN SWING FROM THERE TO THE HALL ON THE FAR SIDE OF THE POOL.

WARNING!

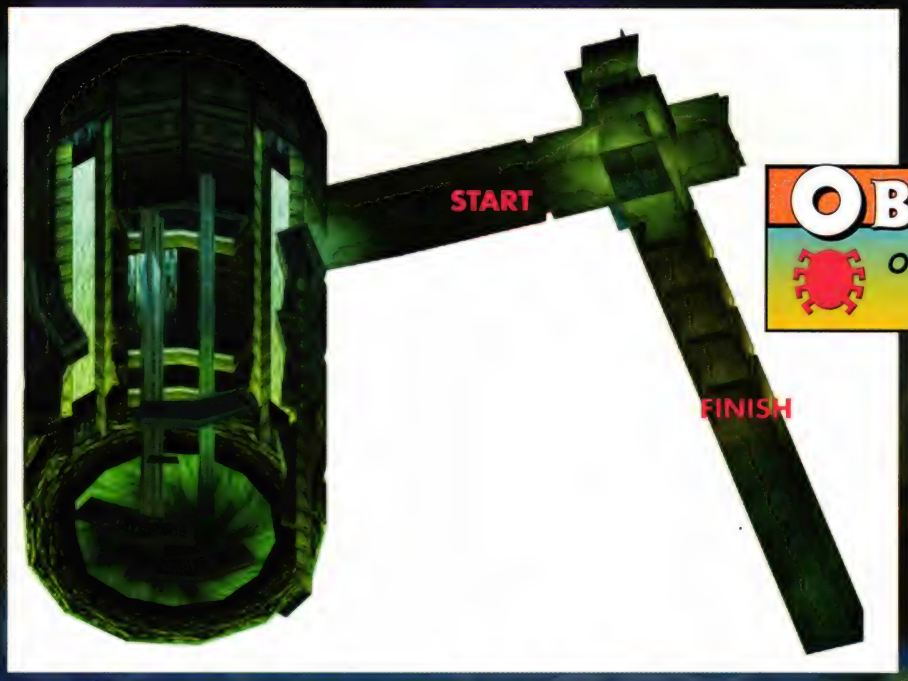
THE WALLS OF THIS ROOM ARE TOO SLICK FOR EVEN SPIDEY TO CLING TO. DON'T BOTHER TRYING, OR YOU'LL BE TAKING A WET NAP IF YOU DO.

WHEN THE WATER RECEDES, SWING FOR THE PIPE, TOUCHDOWN, AND THEN JUMP AND SWING AGAIN IMMEDIATELY. WHEN YOU LAND, YOU CAN GRAB THE **WEB FLUID** HERE. THEN RUN DOWN THE SHORT HALL AND TRIGGER THE SWITCH, WHICH LOWERS THE WATER AND OPENS A DOOR ALL THE WAY BACK AT THE BEGINNING OF THE AREA THAT VENOM JUMPED THROUGH. IT WOULD APPEAR VENOM LED YOU ON YET ANOTHER WILD GOOSE CHASE. NOTHING TO DO BUT GO BACK TO THE START OF THE LEVEL.

RUN BACK OUT TO THE POOL AND JUMP INTO IT; THE WATER IS DRAINED NOW. OF COURSE, THERE IS A PACK OF RAVENOUS LIZARDMEN WAITING TO CHEW ON YOU DOWN THERE, BUT YOU DON'T NEED TO SPEND MUCH TIME PLAYING WITH THEM. THERE IS A SWITCH ON THE CENTER BLOCK; TRIGGER IT TO LOWER THE LIFT BACK UP TO THE WATER TUNNEL.

NOW YOU'VE GOT TO CRAWL BACK THROUGH THE WATER TUNNEL. SAME STORY AS BEFORE, GET RIGHT UP TO THE WATER'S EDGE BEFORE YOU PROCEED, THEN CRAWL QUICKLY FORWARD TO THE NEXT RAISED SECTION. WHEN YOU GET BACK TO THE STARTING AREA, GO STRAIGHT AHEAD AND THROUGH THE DOOR AFTER VENOM. YOU *WILL* CATCH HIM—YOU'VE GOT TO RESCUE MARY JANE.

LEVEL 4, AREA 9: VENOM'S PUZZLE



OBJECTIVES

OPEN THE DOORS TO VENOM

WALKTHROUGH

THIS IS ANOTHER QUICK PUZZLE LEVEL. THE SWITCHES ON THE WALLS OF THE CENTRAL ROOM CONTROL THE DOORS VENOM IS HIDING BEHIND. YOU NEED TO HIT ONLY TWO OF THEM TO OPEN ALL FOUR DOORS.

TURN AROUND AND RUN DOWN THE HALL TO THE CENTRAL ROOM. LOOK OVER THE EDGE AND DOWN; YOU'LL BE ABLE TO SEE THREE OF THE SWITCHES, ONE AHEAD, AND ONE EACH ON THE LEFT AND RIGHT. THE TWO SWITCHES YOU NEED TO PUSH ARE THE ONE YOU CAN SEE FROM HERE ON THE LEFT, AND THE ONE *DIRECTLY* BELOW YOU, TWO PLATFORMS DOWN.

DROP OFF THE LEDGE, DO A 180 AND SWING FORWARD. IF YOU TIME IT RIGHT, YOU'LL LAND ON THE LOWER PLATFORM, OR AT LEAST ON THE WALL. HIT THE SWITCH HERE TO OPEN TWO OF THE DOORS, THEN TURN TO FACE THE CENTER OF THE ROOM. GO INTO FIRST-PERSON MODE, AND LOOK UP AND TO THE LEFT. YOU CAN TARGET THE SECOND SWITCH YOU NEED TO PRESS FROM HERE AND HIT IT WITH SOME WEBBING. TRIGGERING THE SWITCH WILL OPEN THE LAST TWO DOORS, AND VENOM WILL TAKE OFF AGAIN.

TURN AROUND AGAIN AND CLIMB UP THE WALL, BACK TO THE STARTING LEDGE. RUN DOWN THE HALL AND GO THROUGH THE NOW OPEN DOORS AFTER VENOM. YOU'RE CLOSE NOW. VENOM IS RUNNING OUT OF TRICKS TO KEEP YOU AT BAY.

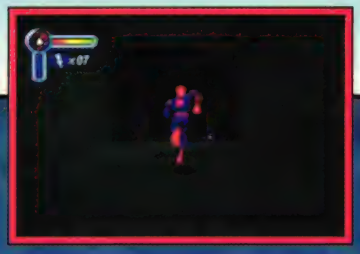
LEVEL 4, AREA 10: THE LIZARD'S MAZE

OBJECTIVES

FIND VENOM

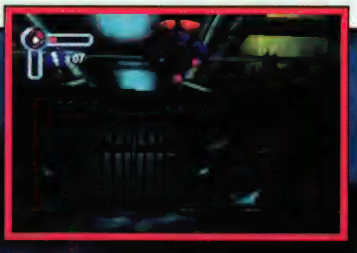
WALKTHROUGH

YOU'RE ALMOST DONE. VENOM IS SOMEWHERE IN THE MAZE AHEAD, HOLDING MARY JANE CAPTIVE. YOU HAVE ALMOST LOCATED HIS HIDEOUT. RUN STRAIGHT DOWN THE HALL AND YOU'LL SEE VENOM JUST AHEAD, MOCKING PETER.

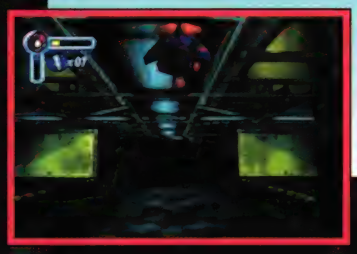


IF YOU IGNORE HIM, HE'LL GRAB YOU AND HIT YOU HARD, SO SMACK HIM WITH A PAIR OF WEB BALLS TO MAKE HIM GO AWAY. THEN JUMP UP ONTO THE CONDUIT LEADING INTO THE CRAWLSPACE AHEAD. "DANGER KEEP OUT," INDEED.

CRAWL FORWARD ALONG THE CEILING UNTIL YOU REACH THE FIRST PAIR OF CRUSHING BLOCKS; YOU SHOULD BE ALERTED BY THE SOUND THEY MAKE. GET CLOSE TO WHERE THEY SLAM TOGETHER (BUT NOT TOO CLOSE!), AND THEN CRAWL PAST WHEN THEY START OPENING.



YOU'LL REACH AN INTERSECTION SHORTLY; TAKE THE LEFT TURN, AND CRAWL TO ANOTHER INTERSECTION.



TIP!!

IF YOU WERE WONDERING WHERE THE LIZARD IS, YOU CAN FIND HIM BY GOING RIGHT INSTEAD, AND HEADING STRAIGHT. YOU'LL ENCOUNTER VENOM ONCE ALONG THE WAY; KEEP GOING, AND YOU'LL FIND THE LIZARD, IMPRISONED BY VENOM. THIS IS OPTIONAL HOWEVER; YOU DO NOT NEED TO TALK TO HIM TO FINISH THE LEVEL.

TURN RIGHT HERE AND RETURN TO CRAWLING ABOVE THE WATER. YOU'LL PASS A PAIR OF ALCOVES WITH A MESSAGE SCRAWLED ON THE WALL OF EACH—VENOM TAUNTING YOU AGAIN.

IGNORE THEM AND CONTINUE CRAWLING ALONG THE CONDUIT. YOU'LL COME ACROSS TWO SETS OF CRUSHING BLOCKS. TIME YOUR MOVEMENT AND CRAWL PAST THEM QUICKLY.

YOU'LL PASS ANOTHER PAIR OF SIDE ROOMS HERE; A SMALL ALCOVE ON THE LEFT AND A DEEPER RECESSED ROOM ON THE RIGHT. IGNORE THEM BOTH AND KEEP CRAWLING.

WARNING!

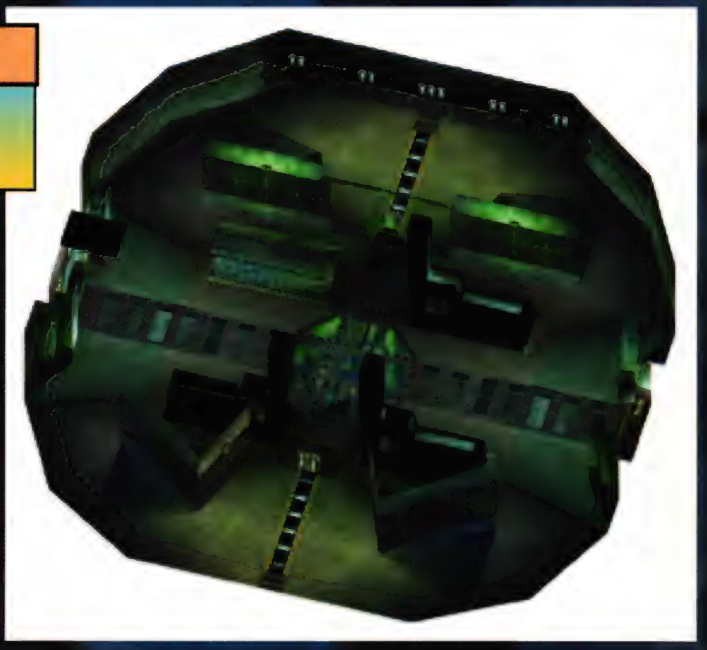
IF YOU ENTER THE RIGHT ROOM, YOU'LL FIND ANOTHER MESSAGE ON THE WALL—AND VENOM WILL APPEAR FROM BEHIND AND GRAB YOU.

TAKE A RIGHT TURN AT THE NEXT SET OF ALCOVES AND YOU'RE DONE. VENOM IS FINALLY WITHIN YOUR REACH.

LEVEL 4, AREA 11: SPIDEY VS. VENOM AGAIN

OBJECTIVES

- PROTECT MARY JANE AND DEFEAT VENOM



WALKTHROUGH

ALL OF THIS CHASING HAS FINALLY LEAD YOU TO THIS ROOM, WHERE VENOM HOLDS MARY JANE HOSTAGE, PRECARIOUSLY DANGLING FROM A CHAIN IN A WATER TANK. YOU NEED TO BOTH TAKE DOWN VENOM AND PREVENT MARY JANE FROM DROWNING. NO SWEAT, RIGHT?

YOU START OUT FACING A SWITCH ON THE WALL STRAIGHT AHEAD OF YOU. THERE ARE FOUR SWITCHES IN THIS ROOM, EACH CONTROLLING A FLOW VALVE THAT WILL RELEASE WATER INTO THE TANK HOLDING MARY JANE. YOU'VE GOT TO MAKE SURE THEY STAY TURNED OFF WHILE YOU DEAL WITH VENOM. OF COURSE, HE'LL GO OUT OF HIS WAY TO TURN THEM ON AND THEN PUMMEL YOU. RUN UP TO THE SWITCH AND HIT IT WITH WEB FLUID FROM A DISTANCE, THEN GET BACK TO THE CENTER OF THE LEVEL.

RAPIDLY CHECK ALL FOUR SWITCHES BY TURNING IN EITHER DIRECTION THEN SNAPPING THE CAMERA TO CHECK FOR VENOM. WHEN HE APPEARS, JUMP AT HIM QUICKLY, HIT HIM WITH A PAIR OF WEB BALLS, AND THEN TURN OFF ANY SWITCHES HE ACTIVATED.

AFTER YOU HIT HIM, HE'LL VANISH AND YOU'LL HAVE TO REPEAT THE PROCESS. BY STAYING IN THE CENTER OF THE LEVEL, YOU LEAVE YOURSELF SOMEWHAT OPEN TO VENOM APPEARING ON THE FAR SIDES, BUT YOU'LL HAVE QUICK ACCESS TO ALL FOUR SWITCHES.

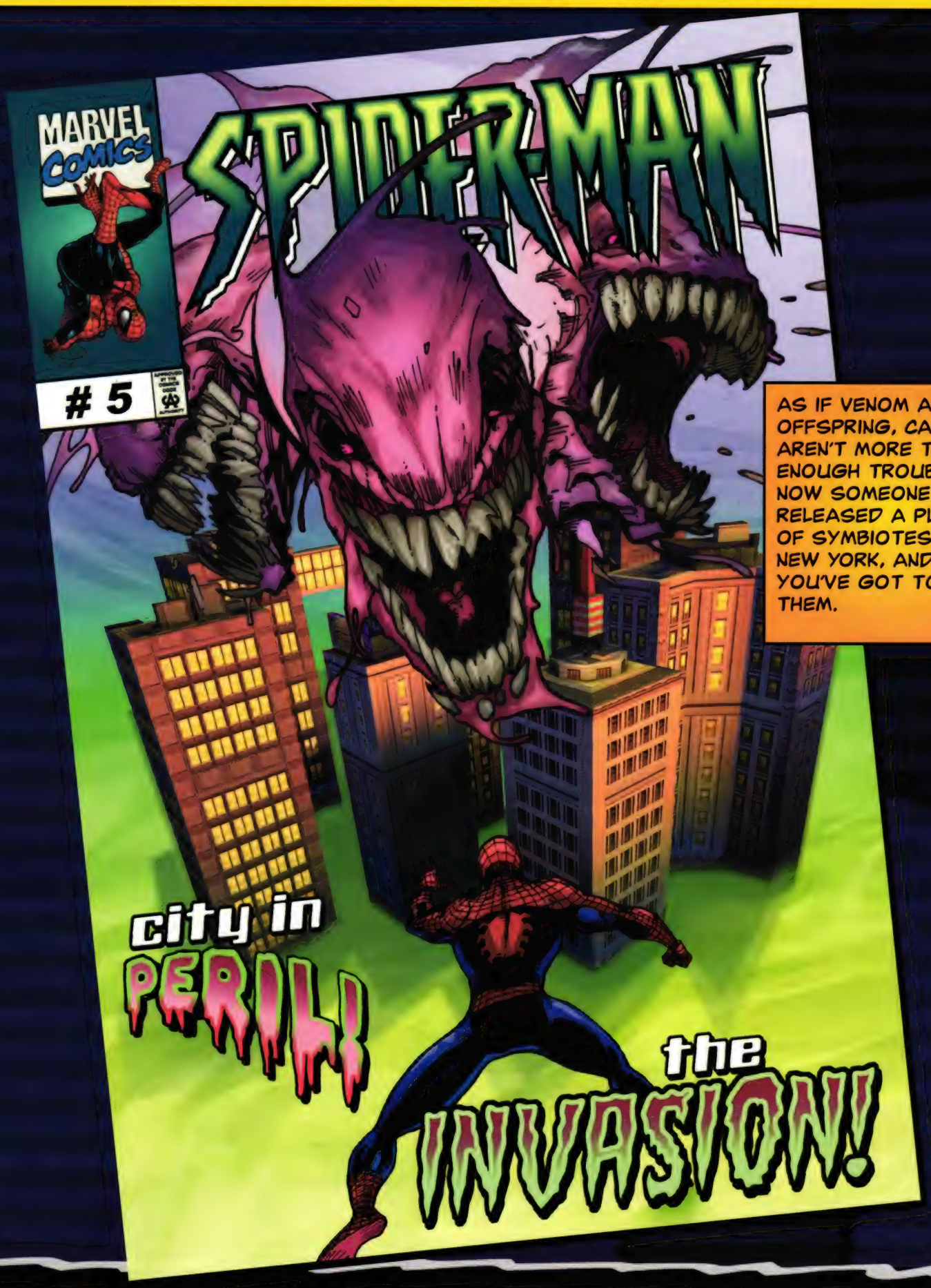
TIP!!

HEALTH AND **WEB FLUID** WILL PERIODICALLY APPEAR ON THE TANKS AROUND THE CENTER. WHEN VENOM VANISHES, TAKE THE TIME TO JUMP UP AND RE-SUPPLY.

REMEMBER TO GET OUT OF THE WAY QUICKLY IF YOU KNOW YOU CANNOT CLOSE THE DISTANCE BETWEEN YOURSELF AND VENOM FAST ENOUGH. HE'LL HAMMER YOU WITH HIS EXTREMELY DAMAGING RANGED ATTACKS. IT'S BETTER TO GET OUT OF THE WAY AND TURN OFF ANY SWITCHES HE HITS, THEN DEAL WITH HIM WHEN HE REAPPEARS AGAIN.

AFTER ENOUGH OF THIS, VENOM WILL GO DOWN. THEN IT'S TIME FOR A LITTLE POST FIGHT CHAT. VENOM BELIEVED YOU STOLE DR. OCTAVIUS' DEVICE. BUT YOU WERE IN THE CROWD WITH BROCK; IT COULDN'T HAVE BEEN YOU. VENOM AGREES WITH YOU, AND YOU HAVE A NEW, SOMEWHAT UNEASY ALLIANCE. YOU NEED TO GET TO THE DAILY BUGLE TO DO A LITTLE COVERT RESEARCH.

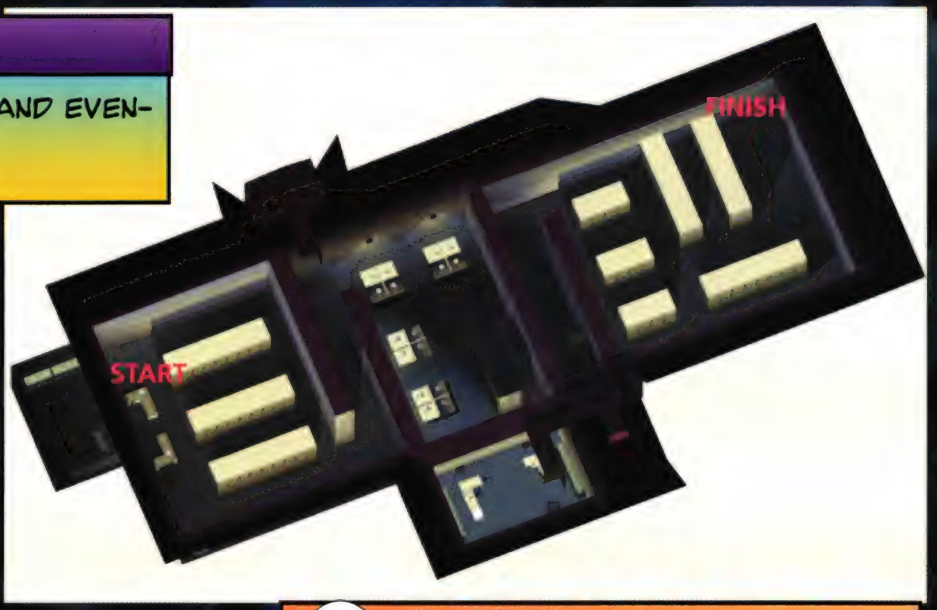
LEVEL 5: THE INVASION


MARVEL COMICS
SPIDER-MAN
5
AS IF VENOM AND HIS OFFSPRING, CARNAGE, AREN'T MORE THAN ENOUGH TROUBLE. NOW SOMEONE HAS RELEASED A PLAGUE OF SYMBIOTES ON NEW YORK, AND YOU'VE GOT TO STOP THEM.
city in PERIL!
the INVASION!

LEVEL 5, AREA 1: SYMBIOTES INFEST BUGLE

ENEMIES

A WHOLE LOT OF SYMBIOTES AND EVENTUALLY MYSTERIO.



OBJECTIVES

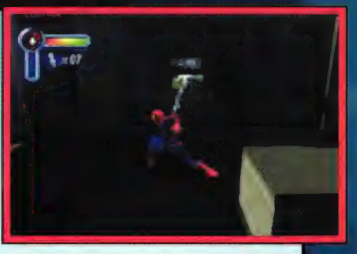
- RESCUE THE HOSTAGES AND GET INTO THE ELEVATOR SHAFT

WALKTHROUGH

YOUR ARRIVAL IN THE DAILY BUGLE IS RUDELY INTERRUPTED BY A HOST OF DISGUSTING SYMBIOTES. VENOM SENSES THE PRESENCE OF CARNAGE AND DEPARTS TO DEAL WITH HIM. YOU'RE GOING TO HAVE TO TAKE CARE OF BUSINESS IN THE DAILY BUGLE YOURSELF. THE SYMBIOTES HAVE TRAPPED SOME OF THE OFFICE WORKERS HERE, AND YOU NEED TO FREE THEM BEFORE YOU TAKE THE ELEVATOR DOWN TO THE PRINTING PRESS.

DO AN IMMEDIATE ABOUT FACE AND JUMP FORWARD. DON'T BOTHER MESSING WITH THE SYMBIOTE HERE. YOU CAN HIT THE CEILING HERE IF YOU FEEL THE NEED, BUT EITHER WAY, PROCEED AROUND THE CORNER INTO THE HALL, THEN DOWN THE HALL AND AROUND THE CORNER AGAIN, INTO THE OPEN OFFICE AREA.

RESCUING THE FIRST TRAPPED WORKER IS SIMPLE. JUST IN FRONT OF YOU IN THE OFFICE IS A SWITCH, ACTIVATE IT AND YOU'LL FREE THE FIRST HOSTAGE.

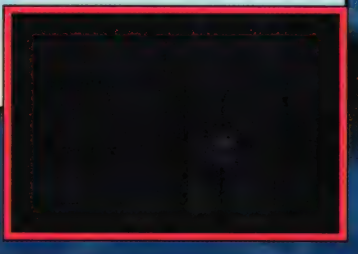


JUST AHEAD IS ANOTHER HOSTAGE BEHIND SOME GLASS WINDOWS. RUN FORWARD AND THE WINDOWS WILL BE SHATTERED, FREEING THE HOSTAGE. GO INTO THE ROOM AND GET ON TOP OF THE GRATE ON THE FLOOR. YOUR SPIDER SENSE WILL GO OFF—MORE SYMBIOTES. AGAIN, DON'T MESS WITH THEM; USE YOUR ZIP-LINE TO GO STRAIGHT UP INTO THE VENT SHAFT ABOVE.

THE FINAL HOSTAGE IS HERE, TRAPPED BEHIND SOME STICKY SYMBIOTE GOO. THERE IS ALSO A NASTY SYMBIOTE JUST WAITING FOR YOU. BREAK OUT THE WEB GLOVES AND TAKE HIM OUT, THEN GRAB THE **HEALTH** AND DROP DOWN. YOU CAN FREE THE HOSTAGE WITH THE SWITCH ON THE WALL JUST NEAR YOUR LANDING SPOT.

GO DOWN THE HALL HERE AND TURN RIGHT AROUND THE CORNER. JUMP FORWARD OVER THE FILING CABINETS, FOLLOWING YOUR SPIDEY COMPASS. IN THE CORNER AHEAD IS THE ENTRANCE TO THE ELEVATOR.

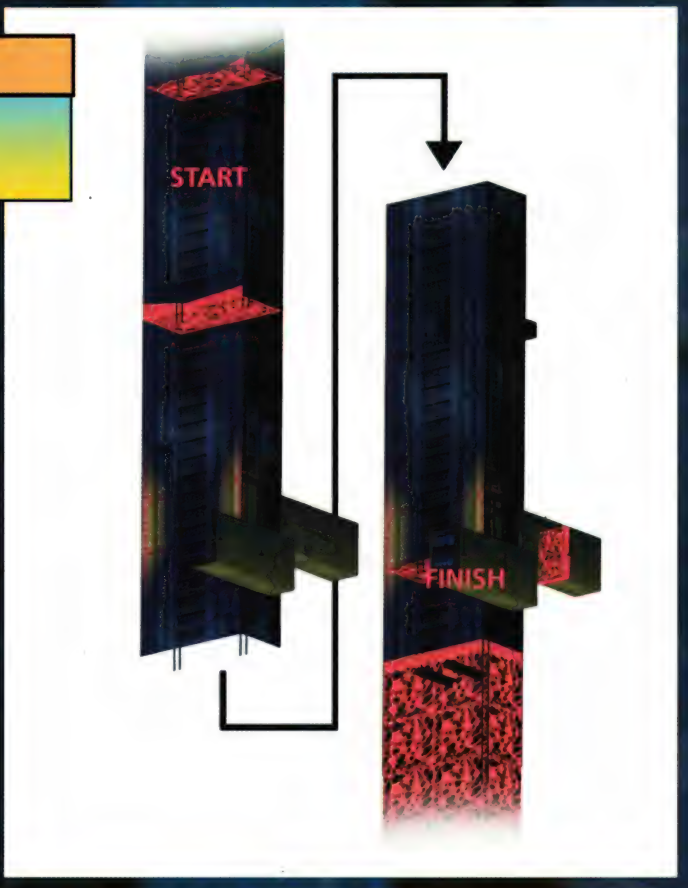
DROP DOWN TO THE ELEVATOR DOORS, BUT BE PREPARED FOR THE SYMBIOTE WAITING FOR YOU, ALONG WITH ANOTHER THAT MAY HAVE FOLLOWED YOU HERE. YOU CAN FIGHT HIM OR SIMPLY HIT THE SWITCH AND ENTER THE ELEVATOR SHAFT. ONWARD, TO THE PRESSES.



LEVEL 5, AREA 2: ELEVATOR DESCENT

OBJECTIVES

- REACH THE PRINTING PRESS

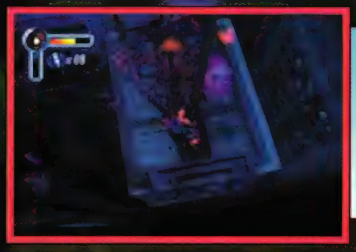


WALKTHROUGH

SYMBIOTES RAINING FROM ABOVE, STRANDS OF NASTY PULSING SYMBIOTIC FLESH BLOCKING THE ELEVATOR SHAFT—PLEASANT IN THE EXTREME. YOU NEED TO GET DOWN TO THE PRINTING ROOM, PAST THIS MESS. THIS LEVEL IS VERY SIMILAR TO THE SUBWAY. ALL YOU NEED TO DO IS RIDE THE ELEVATOR DOWN TO THE BOTTOM. WHEN YOU START, A SYMBIOTE IS ON TOP OF THE ELEVATOR OPPOSITE YOU. IF YOU'RE CAREFUL, YOU CAN KEEP HIM BEHIND THE ELEVATOR CABLE, AND NOT HAVE TO FIGHT HIM AT ALL. IF HE GETS AROUND, PUT ON SOME WEB GLOVES AND KNOCK HIM AWAY, OR IF YOU FEEL REALLY PRESSURED, ACTIVATE YOUR WEB SHIELD.

ON THE WAY DOWN, THE ELEVATOR WILL BURST THROUGH TWO LAYERS OF SYMBIOTE SLIME, AND THEN STOP. WRONG FLOOR, OF COURSE. JUST BELOW THE ELEVATOR AND IN FRONT OF YOU ARE TWO DOORS. ENTER THE RIGHT SIDE DOOR AND HIT THE SWITCH TO START THE ELEVATORS MOVING AGAIN. THE SWITCH IS GUARDED BY A SYMBIOTE, AND THERE IS SOME **WEB FLUID** INSIDE, BUT YOU CAN SAFELY IGNORE THE SYMBIOTE AND GET OUT QUICKLY.

BACK ON THE ELEVATOR, YOU MAY BE MENACED BY MORE SYMBIOTES—NOT A PROBLEM. ACTIVATE YOUR WEB SHIELD AND LET IT EXPIRE NATURALLY—BETTER ECONOMY OF WEB FLUID, AS ALL YOU NEED TO DO IS ENJOY THE RIDE DOWN.



ONCE MORE THROUGH A WEB OF SYMBIOTE GUNK, WITH MORE SYMBIOTES ATTACKING. TAKE THEM OUT WITH WEB GLOVES OR WEB SHIELDING, THEN WAIT FOR THE ELEVATOR TO STOP AT YOUR DESTINATION.

DROP OFF AND GRAB THE **HEALTH** ON THE GOO IF YOU NEED IT, THEN HIT THE SWITCH AT THE RIGHT DOOR AND ENTER. THE PATH IS OPEN TO THE PRINTING PRESS.

LEVEL 5, AREA 3: STOP THE PRESSES

OBJECTIVES

- DESTROY FOUR SYMBIOTE GENERATORS

WALKTHROUGH

WHEN YOU ARRIVE, YOU'RE GREETED BY THE SIGHT OF... SYMBIOTE GENERATORS? YOU'LL HAVE TO FIGURE OUT WHO PUT THESE HERE AFTER YOU DESTROY THEM. THE FIRST GENERATOR IS DIRECTLY IN FRONT OF YOU WHEN YOU BEGIN THE LEVEL, ALONG WITH A FRIENDLY SYMBIOTE THAT WANTS TO EAT YOU. HIT THE PULSING PINK BLOBS ON THE SIDE OF THE GENERATORS WITH WEB BALLS TO DESTROY THEM QUICKLY, THEN ZIP UP TO THE CEILING AND START CRAWLING FORWARD. THREE GENERATORS LEFT.

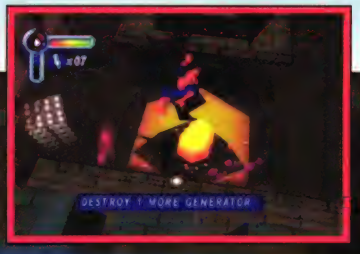
CRAWLING ABOVE THE BUSY PRESSES BELOW, YOU WILL SHORTLY REACH AN INTERSECTION. TWO DIFFERENT ROUTES LEAD OUT OF THE FIRST ROOM. TAKE THE LEFT PATH, AND YOU'LL IMMEDIATELY SPOT THE SECOND GENERATOR. HIT THE PINK GLOBS ON THE SIDES WITH WEB BALLS TO DESTROY IT, THEN RETURN TO THE FIRST ROOM AND TAKE THE OTHER WAY OUT. YOU CAN ALSO GRAB THE **WEB FLUID** HERE IF YOU NEED IT.

WALK INTO THE NEXT ROOM AND GO UP TO THE CEILING AGAIN, THEN CRAWL FORWARD ACROSS THE PRESSES.

WARNING!

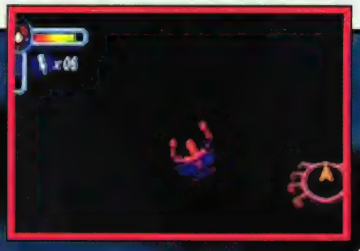
IF YOU FALL INTO THE PRESSES, SPIDEY WILL WIND UP, WELL, PRESSED. BE CAREFUL.

YOU'LL SEE THE THIRD GENERATOR DOWN ON THE GROUND, IN A GAP BETWEEN THE PRESSES. IF YOU MOVE AROUND A BIT, YOU CAN TARGET THE BLOBS ON THE SIDE OF THE GENERATOR FROM THE CEILING, WITHOUT RISKING A FIGHT BY DESCENDING TO THE FLOOR. DESTROY THE GENERATOR AND MOVE ON TO THE END OF THIS ROOM.

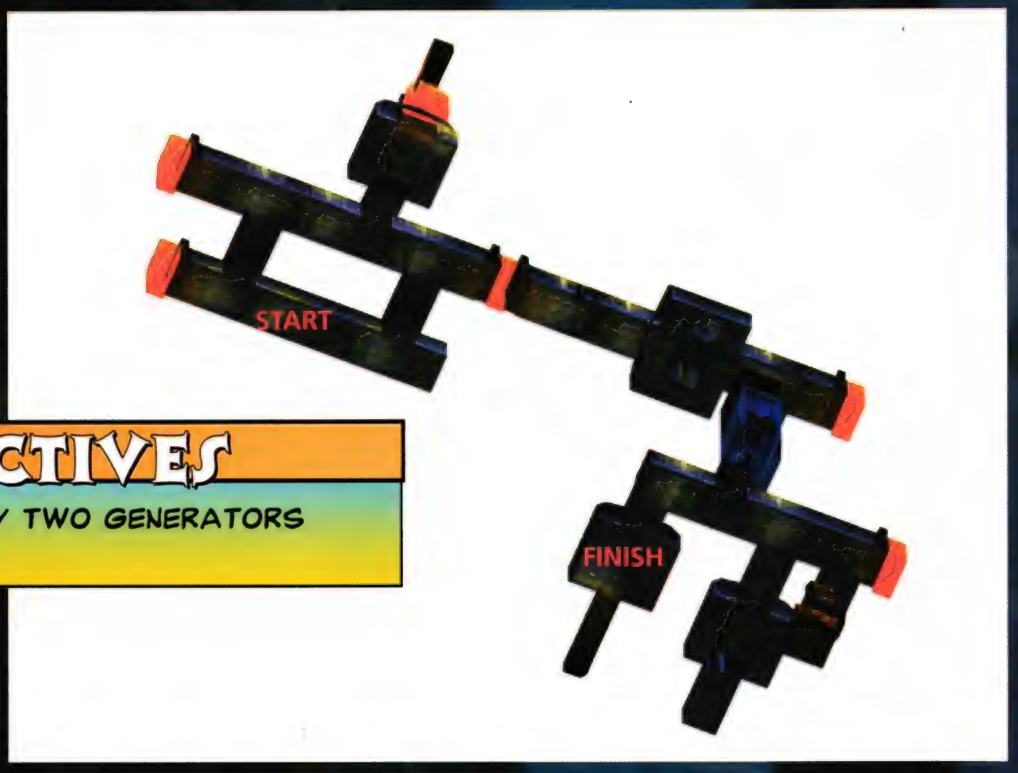


ONCE AGAIN, YOU FACE TWO WAYS OUT OF THE ROOM, LEFT AND STRAIGHT. DROP DOWN AND TAKE THE LEFT ROUTE. AS YOU WALK UP THE RAMP INTO THIS ROUTE, A PAIR OF SYMBIOTES WILL TRY TO CRUSH SPIDEY UNDER AN ENORMOUS REAM OF PAPER. JUMP UP AND TO THE LEFT TO AVOID IT AND LAND NEXT TO THE LAST GENERATOR. PUT THE SMACK DOWN ON IT, THEN RETURN TO THE PRINTING ROOM AND GO STRAIGHT UP INTO THE FINAL ROOM.

THE INGENIOUS SYMBIOTES HAVE THE SAME IDEA HERE; THEY ROLL ANOTHER REAM OF PAPER DOWN THE RAMP. NOTHING YOU NEED TO BOTHER WITH. JUMP UP AND TO THE LEFT, AND THEN LOOK IN THE CORNER. YOU'LL SEE AN OPEN VENT LEADING DOWN INTO THE DEPTHS OF THE BUGLE. SOMEONE WAS HERE RECENTLY. DROP DOWN TO GO AFTER THEM.



LEVEL 5, AREA 4: BUGLE'S BASEMENT



OBJECTIVES

- DESTROY TWO GENERATORS

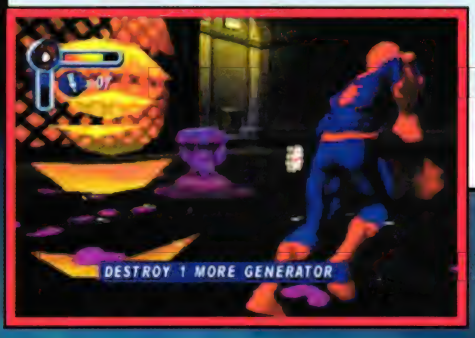
WALKTHROUGH

MORE SYMBIOTES, RAGING FIRES, A NASTY LITTLE MAZE. SOMEONE HAS PLANTED MORE GENERATORS DOWN HERE, AND YOU NEED TO DESTROY THEM. THIS LEVEL IS QUICK, BUT SOMEWHAT DISORIENTING. FIRST STEP: RUN FORWARD AND INTO THE PASSAGE ON THE RIGHT, THEN LEFT WHEN YOU REACH THE NEXT HALLWAY. RUN FORWARD TO THE END AND LEFT THROUGH THE PASSAGE, INTO ANOTHER HALL. YOU'LL PASS SYMBIOTES ALONG THE WAY. THIS ENTIRE AREA IS CRAWLING WITH THEM.

TIP!!

DON'T BOTHER FIGHTING THE SYMBIOTES IF AT ALL POSSIBLE. YOU CAN SAVE YOUR WEB FLUID AND HEALTH IF YOU STICK TO THE AREA OBJECTIVE.

JUST TO YOUR RIGHT IS A SEALED GATE THAT BLOCKS YOUR PASSAGE. YOU'LL RETURN HERE IN A SECOND. TURN LEFT, GO DOWN THE HALL, AND ENTER THE FIRST ROOM ON THE RIGHT. WATCH THE STEAM AS YOU ENTER THE ROOM; IT HURTS. INSIDE THE ROOM IS A SYMBIOTE, A GENERATOR, AND A SWITCH THAT YOU NEED TO PRESS. IGNORE THE SYMBIOTE, DESTROY THE GENERATOR, AND PUSH THE SWITCH, THEN RETURN TO THE HALL AND TURN LEFT. YOU'LL SEE THAT THE GATE IS NOW RAISED. RUN TOWARD IT, JUMP UP OVER THE FLAMES, AND SWING FORWARD INTO THE NEXT SECTION OF THIS HALL.



RUN FORWARD AND YOUR SPIDER SENSE WILL TRIGGER AS YOU ENTER A STEAM ROOM. WATCH OUT FOR THE BURNING STEAM, AND KEEP GOING. YOU'LL SEE A SUSPICIOUSLY FAMILIAR RED AND BLUE FIGURE DUCKING AROUND THE CORNER AHEAD. RUN FORWARD, PRESS THE SWITCH NEXT TO THE PASSAGE HE ENTERED, THEN CONTINUE THROUGH THE PASSAGE.

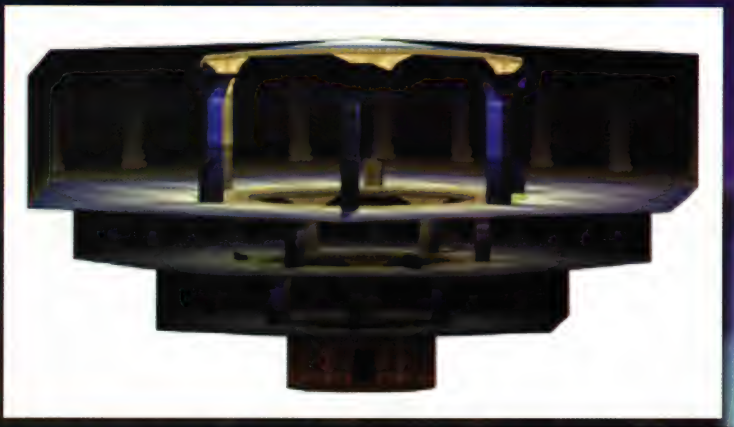
YOU'LL PASS OVER A SMALL HOLE IN THE GROUND HERE. IF YOU DROP DOWN, YOU CAN GRAB SOME **HEALTH**, BUT YOU'LL ALSO HAVE TO DEAL WITH A SYMBIOTE. IN THE NEXT HALL, TURN LEFT AND RUN TO THE END OF THE HALL, JUST IN FRONT OF THE GRATE. YOU'LL PASS ONE ROOM ON THE RIGHT, BUT IT'S NOT OPEN YET. ENTER THE ROOM AT THE END, GRAB THE **WEB FLUID**, AND ZIP UP TO THE CEILING. CRAWL FORWARD AND YOU'LL FIND A ROOM CONTAINING A SWITCH AND A SYMBIOTE. YOU KNOW WHAT TO DO WITH BOTH.

ONCE YOU'RE FINISHED IN THIS ROOM, DROP BACK DOWN AND GO OUT INTO THE HALL, THEN INTO THE ROOM THAT WAS CLOSED. IT CONTAINS THE FINAL GENERATOR. DESTROY IT, RETURN TO THE HALL ONCE MORE, THEN TURN LEFT AND RUN TO THE END. YOU'LL ENCOUNTER... YOURSELF? YOUR DOUBLE QUICKLY RUNS AWAY AND THROUGH AN APPARENTLY SOLID WALL. SPIDEY CHASES AFTER THIS IMPOSTER, AS CURIOUS TO DISCOVER THE IDENTITY OF THE FAKE AS YOU ARE.

LEVEL 5, AREA 5: SPIDEY VS. MYSTERIO!

OBJECTIVES

- DEFEAT MYSTERIO



WALKTHROUGH

MISDIRECTION, MANIPULATION, ILLUSIONS... YOUR DOUBLE IS REVEALED AT LAST: MYSTERIO. HE HAS LONG BEEN A DANGEROUS FOE, AND IS ONE OF THE FEW PEOPLE WHO KNOWS SPIDEY'S TRUE IDENTITY. THIS DOESN'T MEAN YOU NEED TO PULL YOUR PUNCHES. TIME TO PUT HIM OUT OF COMMISSION. MYSTERIO QUICKLY TRAPS OUR FRIENDLY WALLCRAWLER IN AN ILLUSION, AND A DANGEROUS ONE AT THAT. MYSTERIO GROWS TO AN ENORMOUS SIZE AND ATTEMPTS TO CRUSH OUR HERO. THIS AREA IS SET UP AS A SERIES OF FOUR LEVELS, FROM MYSTERIO'S FEET, TO HIS KNEES, HIS CHEST, AND HIS HEAD.

AT EACH LEVEL, HE WILL ATTEMPT TO ATTACK YOU IN A DIFFERENT MANNER, SOME MORE EASILY AVOIDED THAN OTHERS. DOWN ON THE BOTTOM TWO FLOORS, HE'LL TRY TO STEP ON YOU. ON THE THIRD FLOOR, HE'LL TRY TO PUNCH YOU, AND ON THE TOP, HE'LL TRY TO GRAB YOU.

MYSTERIO WILL ALSO OCCASIONALLY CREATE SPINNING SPIKED DISCS ON THE FLOORS, JUST TO KEEP THINGS INTERESTING. THE DISCS WILL SPIN AROUND ON A PARTICULAR FLOOR BEFORE VANISHING. YOU NEED TO JUMP OVER THEM OR CHANGE FLOORS TO AVOID THEM.

HIS WEAK POINTS ARE TWO SPOTS ON HIS ARMOR ON THE TOP THREE FLOORS. YOU NEED TO HIT EACH ONE WITH TWO WEB BALLS TO DESTROY THEM.

BE CAREFUL; WHEN YOU DESTROY ALL SIX, HE'S NOT QUITE FINISHED YET. HE WILL ELECTRIFY THE BOTTOM FLOORS AND BEGIN FIRING LASERS AT SPIDEY ON THE TOP FLOOR. DESTROY THE LASER PROJECTORS WITH WEB BALLS.

HE'LL THEN START ROTATING PANELS OF ELECTRICITY ON THE TOP FLOOR, AND TRY TO GRAB SPIDEY. KEEP MOVING TO THE RIGHT, JUMPING OVER THE MOVING PANELS OF ELECTRICITY, TURNING TO FIRE A WEB BALL AT HIS HEAD. THEN JUMP AWAY FROM HIS HAND WHEN HE TRIES TO CATCH YOU.

A FEW MORE HITS TO THE NOGGIN AND MYSTERIO IS DONE FOR. NOW YOU JUST NEED TO KNOW WHY HE WAS HERE, WHO ELSE IS INVOLVED IN THIS, AND OF COURSE, WHERE THEY ARE HIDING.

WARNING!

IF MYSTERIO GRABS SPIDEY, HE'LL THROW YOU DOWN TO THE SECOND FLOOR. GET BACK UP QUICKLY; THE FLOORS WILL RANDOMLY CHARGE WITH ELECTRICITY.

MARVEL COMICS
#6
The Masterminds...
SPIDER-MAN
AT LAST THE TRUTH WILL BE REVEALED. WHO IS BEHIND THE SYMBIOTE INVASION AND WHAT DO THEY PLAN TO DO WITH THE FOG?
To Trap a Spider!

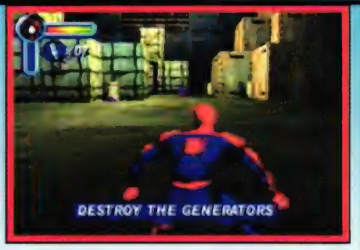
LEVEL 6, AREA 1: WATERFRONT WAREHOUSE

OBJECTIVES

- DESTROY FIVE SYMBIOTE GENERATORS

WALKTHROUGH

MYSTERIO CRACKED AND GAVE YOU THE INFO YOU NEEDED. SOMEWHERE IN THIS WAREHOUSE LIE THE ANSWERS YOU'VE BEEN SEEKING. YOU NEED TO GET INSIDE AND FIND OUT WHO IS BEHIND THE SYMBIOTES. OF COURSE, A RUN-IN WITH PUNISHER ALMOST ENDS THAT PLAN. BUT AFTER SOME REASONABLE DISCUSSION AND JUDICIOUS APPLICATION OF WEB FLUID ON HIS GUN, HE'S AGREEABLE TO WATCHING YOUR BACK WHILE YOU EXPLORE.



UP ON THE CRATES TO YOUR LEFT IS THE FIRST GENERATOR. JUMP UP AND DESTROY IT. USE YOUR WEB BALLS ON THE PULSING ORBS TO QUICKLY TAKE THEM OUT, JUST AS YOU DID IN THE BUGLE. AFTER YOU DESTROY THE FIRST ONE, HEAD TOWARD THE BACK OF THE WAREHOUSE. THE SECOND GENERATOR IS JUST AHEAD ON THE GROUND. YOU CAN HOP UP ON THE CRATES AND DESTROY IT FROM ABOVE IF YOU WISH.

NOW TO THE SECRET PASSAGE PUNISHER MENTIONED; IT'S ON THE WALL AT THE BACK OF THE WAREHOUSE, IN THE TOP LEFT. CRAWL UP TO IT AND YOU'LL NOTICE SOME **GOLDEN WEB FLUID** RIGHT NEARBY IN THE CORNER; PICK IT UP FOR A LITTLE FLAMING WEB ACTION.

TIP!!

THE WAREHOUSE IS FILLED WITH **HEALTH** AND **WEB FLUID**. IF YOU NEED ANY, JUST GO UP TO THE CEILING AND LOOK AROUND A BIT.

HOP UP INTO THE SECRET PASSAGE AND DROP DOWN. TURN LEFT IMMEDIATELY, SOME SYMBIOTES AND ANOTHER GENERATOR ARE INSIDE THIS SLIME FILLED ROOM. GIVE THEM SOME SPIDEY SMACK DOWN, THEN GO BACK DOWN THE HALL AND OUT INTO THE BACK OF THE WAREHOUSE.

WHEN YOU REACH THE BACK, ZIP UP TO THE CEILING AND GRAB THE **HEALTH** IN THE CENTER OF THE RAFTERS IF YOU NEED IT, THEN DROP DOWN TO THE GENERATOR AT THE BACK RIGHT OF THE ROOM AND TAKE IT OUT.

NOTE...

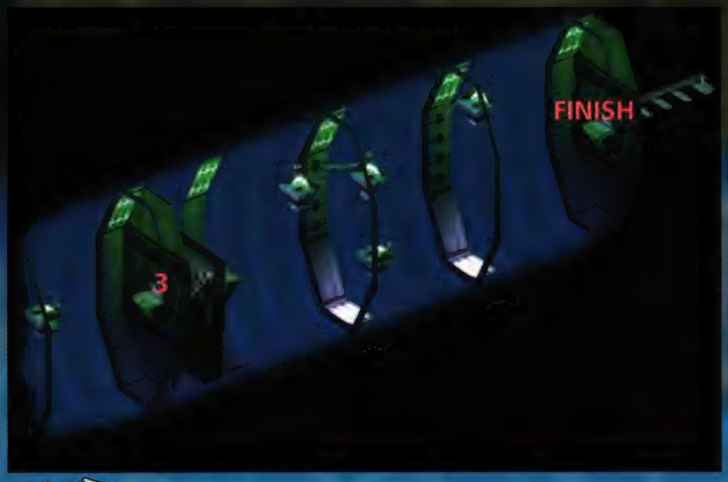
THERE IS MORE **FLAMING WEB FLUID** AVAILABLE IN THE CORNERS OF THE ROOM. YOU MAY WANT TO PICK SOME UP BEFORE YOU ATTACK THE FINAL GENERATOR IN THE CENTER OF THE ROOM.

DROP DOWN TO THE MIDDLE OF THE ROOM AND DESTROY THE FINAL GENERATOR, THEN HEAD THROUGH THE SMALL PASSAGE ON THE BACK WALL.

ONWARD AND DOWNWARD. DROP DOWN THE SHAFT AT THE BACK OF THE PASSAGE AND YOU'LL HIT A CHECKPOINT JUST ABOVE A FAN AND ANOTHER PASSAGE.

DROP DOWN AND ENTER THE PASSAGE, TAKE A LEFT, DOWN THE HALL AND DOWN. THEN LEFT AGAIN AND OUT ABOVE ANOTHER FAN, THIS ONE WITHOUT A GRATING COVERING IT, WHICH WOULD BE WHY YOUR SPIDER SENSE IS GOING WILD. LOOK DOWN AND TO THE RIGHT; YOU'LL SEE A SMALL LEDGE. DROP OR SWING DOWN AND HEAD DOWN THE HALL. YOU'LL FIND THE FINAL DROP UP AHEAD. YOU'RE FALLING STRAIGHT INTO TROUBLE.

LEVEL 6, AREA 2: UNDERWATER TRENCH



OBJECTIVES

- GET PAST THE LASERS, ELECTRIFIED FLOORS, AND SUSPENDED PLATFORMS

WALKTHROUGH

THIS IS ONE OF THOSE "YOU MUST BE JOKING" MOMENTS. A DANGEROUS GAUNTLET LIES AHEAD, AND YOU'VE GOT TO GET PAST IT TO DISCOVER THE TRUTH. FROM WHERE YOU LAND, RUN FORWARD AND THROUGH THE DOORS AHEAD, REVEALING AN AMAZING SIGHT. PLATFORMS, SUSPENDED FROM ELECTRIFIED WALLS, ACT AS STATIONARY LASER TURRETS. SOMEONE REALLY DOES NOT WANT ANY VISITORS.

FIRST STEP: JUMP AND SWING FOR THE RIGHT SIDE PLATFORM. WHEN YOU LAND (PROBABLY ON THE EDGE), CRAWL UP ONTO THE PLATFORM, THEN JUMP AND IMMEDIATELY SWING FOR THE NEXT PLATFORM ON THE RIGHT. NO NEED TO TANGO WITH THE LASER UNLESS NECESSARY.

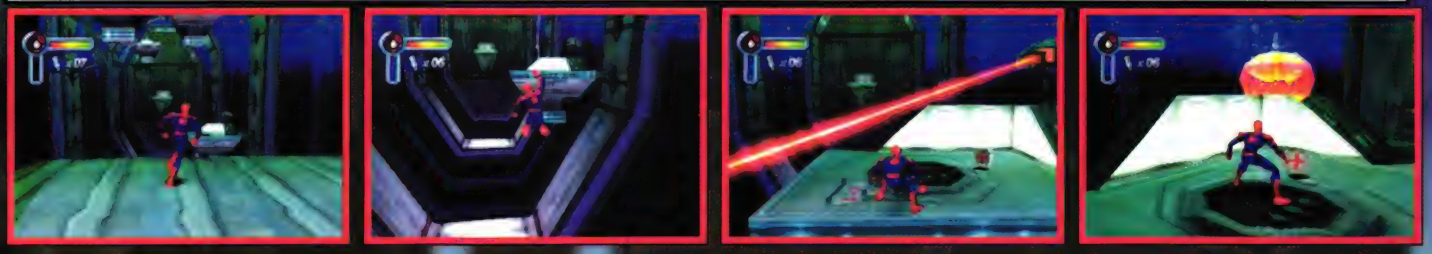
WHEN YOU LAND ON THIS PLATFORM, DESTROY THE TURRET WITH A WEB BALL; YOU NEED SOME BREATHING ROOM TO MOVE FROM HERE. YOU CAN'T QUITE REACH THE EXIT AT THE END, SO GO INTO FIRST PERSON MODE AND LOOK UP AT THE PLATFORM ABOVE, ON THE LEFT WALL, THEN SWING UP TO IT.

CRAWL AROUND TO THE SIDE FACING THE EXIT, THEN CLIMB UP TO THE TOP OF THE PLATFORM (TAKE THE **HEALTH** IF NEEDED). TURN AROUND AND SWING FOR THE EXIT. WALK THROUGH THE DOORS AND INTO THE SECOND ROOM.

SAME DEAL HERE. JUMP AND SWING FOR THE LEFT (HIGHER) PLATFORM FIRST, THEN CRAWL AROUND TO THE BACK (FACING THE EXIT FROM THIS ROOM) AND UP ONTO THE TOP. FROM THERE, JUMP AND SWING FOR THE PLATFORM STRAIGHT AHEAD.

WHEN YOU LAND, JUMP AND SWING FOR THE PLATFORM ON THE RIGHT. FROM THERE, GO FOR THE EXIT. WHEN YOU GO THROUGH THE DOORS HERE, LOOK TO THE LEFT FOR SOME **HEALTH** TUCKED AWAY IN A CORNER, AND THEN PROCEED TO THE FINAL ROOM.

ONWARD, JUMP FOR THE PLATFORM ON THE RIGHT, CRAWL ONTO IT, AND THEN DESTROY THE TURRET.



NOW YOU NEED TO GO INTO FIRST PERSON MODE AND SWING FOR THE PLATFORM FAR ABOVE YOU ON THE LEFT WALL. BE CAREFUL; THE TURRET MAY BE ABLE TO SHOOT AT YOU. IF IT DOES, YOU CAN DESTROY IT IN FIRST PERSON MODE BY TARGETING IT *QUICKLY* AFTER IT HITS YOU AND FIRING A WEB BALL AT IT.

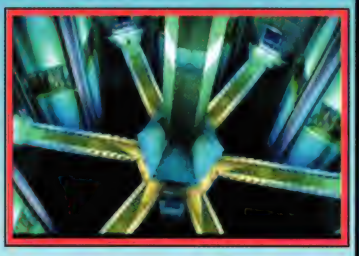
AFTER YOU DESTROY THE TURRET, JUMP AND SWING FOR THE LAST PLATFORM AHEAD ON THE LEFT. CRAWL AROUND TO THE BACK, AND FROM THERE, SWING TO THE EXIT. RUN THROUGH THE DOORS AND INTO AN UNUSUAL LOOKING CORRIDOR. FROM THERE, GO STRAIGHT AHEAD, GRAB THE **WEB FLUID**, AND YOU'RE HEADING INTO THE HEART OF THIS COMPLEX.

LEVEL 6, AREA 3: STOPPING THE FOG

OBJECTIVES

- DESTROY THE FOG GENERATORS
- RESCUE BLACK CAT

WALKTHROUGH



AH, OBVIOUSLY YOUR DESTINATION WOULD BE A SECRET UNDER-WATER BASE, PROTECTED BY A HORDE OF RAVENING SYMBIOTES. THIS IS NOT A PROBLEM FOR OUR FAVORITE WEBSLINGER, OF COURSE. BLACK CAT IS IMPRISONED HERE, AND THIS IS ALSO YOUR CHANCE TO SHUT DOWN THE FOG GENERATORS.

THE CENTRAL ROOM IS ORGANIZED INTO A HEXAGONAL WALKWAY, WITH THE FIRST WALKWAY LEADING BACK OUT THE WAY YOU CAME, AND THE OTHER FIVE LEADING TO VARIOUS CONTROL ROOMS. IN THE CENTER OF THE HUB IS A SYMBIOTE GENERATOR, WHICH YOU CANNOT DESTROY.

COUNTING CLOCKWISE, AND IGNORING THE PATH ON WHICH YOU CAME IN, THEY ARE: 1) CONTROL ROOM A, 2) SECURITY CONTROL, 3) CONTROL ROOM B, 4) RESEARCH FACILITIES, 5) CONTROL ROOM C.

FIRST STOP, SECURITY CONTROL. RUN DOWN THE WALKWAY TOWARD THE GENERATOR IN THE CENTER, THEN TURN TO THE LEFT, JUMP AND SWING TO SECURITY CONTROL. ENTER, AND YOU WILL FIND BLACK CAT. AFTER YOU TALK WITH HER, HIT THE SWITCH ON THE RIGHT SIDE OF THE ROOM TO OPEN THE PORT CONTROL ROOMS.

TIP!!

IGNORE THE SYMBIOTES. YOU CAN GET EVERYTHING DONE HERE WITHOUT WASTING HEALTH FIGHTING THEM.

RUN BACK OUT TO THE CENTRAL HUB, GRAB THE **FLAME FLUID** IN THE CENTER, THEN SWING FOR CONTROL ROOM A. INSIDE, YOU'LL FIND A SWITCH CONTROLLING TWO OF THE SIX FOG VENTS. HIT THE SWITCH AND YOU'LL CLOSE THE PORT, CREATING A BACKUP AND AN IMPRESSIVE EXPLOSION.

NOW MAKE FOR CONTROL ROOM B AND FLIP THE SWITCH. AFTER YOU'VE DONE THAT, TAKE A TRIP TO THE TOP OF THE SYMBIOTE GENERATOR IN THE CENTER OF THE HUB AND GRAB THE **ARMOR** WAITING FOR YOU. HEAD FOR CONTROL ROOM C, FLIP THE SWITCH, AND YOU'LL CLOSE THE LAST OF THE VENTS. DOING SO WILL CAUSE A TREMENDOUS EXPLOSION, FREE BLACK CAT, AND OPEN YOUR WAY INTO THE RESEARCH FACILITIES. ONWARD, TO DISCOVER THE MAN BEHIND THE MESS.

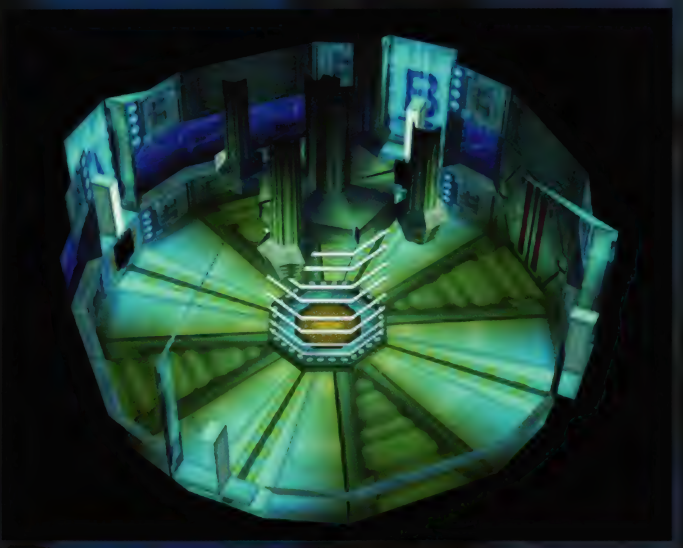
TIP!!

DON'T FORGET THE ARMOR! IT WILL MAKE THE COMING FIGHTS A LOT EASIER.

LEVEL 6, AREA 4: SPIDEY VS. DOCTOR OCTOPUS!

OBJECTIVES

- DEFEAT THE DOC



WALKTHROUGH

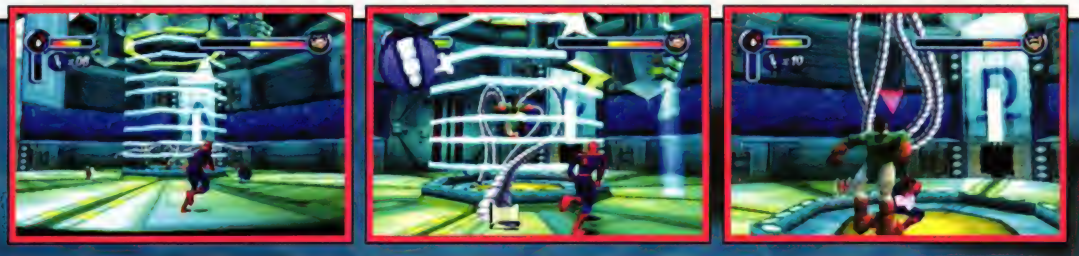
AND NOW YOU KNOW WHO IS BEHIND THIS SCHEME. YOU MUST FORGIVE HIM FOR SOUNDING COMPLETELY NUTS; HE WOULDN'T BE MUCH OF A SUPER VILLAIN WITHOUT A CRAZY PLAN. OF COURSE, IT'S YOUR JOB TO SHOW HIM HOW BAD THAT PLAN IS.

DOCTOR OCTOPUS IS SEALED BEHIND A HUGE SHIELD OF ENERGY; YOU NEED TO PUT IT OUT BEFORE YOU CAN PUT *HIM* OUT. IMMEDIATELY START RUNNING IN A CIRCLE AROUND OCK. HE'LL LASH OUT AT YOU WITH ALL FOUR OF HIS ARMS, BUT AS LONG AS YOU ARE MOVING OR JUMPING, HE WILL MISS YOU.

EVENTUALLY, A HUGE BUTTON WILL BE LOWERED; PRESS IT, AND ANOTHER SHIELD WILL SPRING UP, SIPHONING POWER FROM OCK'S PERSONAL SHIELD. THE NEW SHIELD WILL FORM A WALL IN YOUR PATH AROUND OCK'S CONTAINMENT, SO YOU'LL NEED TO JUMP OVER IT AS YOU RUN AROUND.

KEEP RUNNING, AND MORE SWITCHES WILL DROP. YOU CAN HIT THEM WITH EITHER WEB FLUID OR BY PRESSING THEM, AND REMEMBER THAT YOU ARE INVINCIBLE WHILE ANIMATING THE BUTTON PUSH. WHEN YOU FINALLY TRIGGER THE FOURTH SHIELD, ALL OF THEM WILL SHORT-CIRCUIT FOR A MOMENT, GIVING YOU ACCESS TO THE DOC, UP CLOSE AND PERSONAL. PUT SOME WEBBING ON YOUR FISTS AND GIVE HIM A WAKEUP CALL.

THE SHIELD WILL AGAIN POP UP AND YOU'LL BE FORCED TO PLAY RING AROUND THE OCTOPUS AGAIN. SLIGHTLY ANGRIER NOW, OCK WILL GET UP ON HIS TENTACLES AND BEGIN LASHING THEM AT YOU ONE AT A TIME RATHER THAN ALL TOGETHER. MORE THAN BEFORE, YOU MUST KEEP MOVING. FORTUNATELY, **HEALTH** AND **WEB FLUID** WILL APPEAR AROUND OCK, SO YOU CAN PICK IT UP WHILE RUNNING FROM HIM. AGAIN, THE SWITCHES WILL DROP, AND AGAIN YOU MUST TRIGGER ALL FOUR TO GET AT THE DOC AGAIN. WHEN YOU DO, GET IN AND BEAT ON HIM—HE'S ALMOST DOWN FOR THE COUNT.



OCK WILL BEGIN WILDLY FLAILING HIS TENTACLES AT YOU. MAKE SURE YOU'RE ONE STEP AHEAD OF THEM, HIT THE SWITCHES A FINAL TIME, AND PUT DOCTOR OCTOPUS DOWN FOR THE COUNT. NOW YOU JUST HAVE TO WORRY ABOUT CARNAGE...

LEVEL 6, AREA 5: SPIDEY VS. CARNAGE!

OBJECTIVES

- DEFEAT CARNAGE

WALKTHROUGH

CARNAGE IS A VERY UNPLEASANT INDIVIDUAL, AND HE JUST KNOCKED VENOM DOWN HARD. NOW YOU'VE GOT YOUR HANDS FULL, AND IT'S UP TO YOU TO PUT HIM OUT OF COMMISSION. HOW? DOCTOR OCTOPUS KEPT A SONIC AMPLIFIER AROUND IN THE EVENT CARNAGE GOT OUT OF CONTROL. WITH A LITTLE BIT OF WORK, YOU CAN USE THE DEVICE TO DEFEAT CARNAGE.

CARNAGE HAS ONLY A FEW ATTACKS, BUT THEY ARE EXTREMELY DAMAGING. IF YOU ARE FAR AWAY, HE WILL THROW DARTS AT YOU, AND IF YOU GET CLOSE, HE'LL SHAPE HIS HANDS INTO WEAPONS AND ATTACK. YOU HAVE TO KNOCK HIM INTO THE SONIC FIELD TO DAMAGE HIM. THERE ARE A COUPLE OF METHODS TO DO SO.

TIP!!

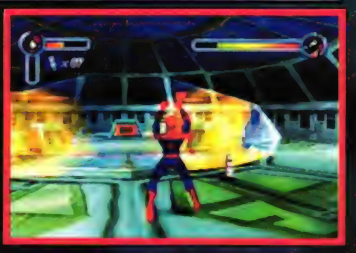
HEALTH AND **WEB FLUID** WILL APPEAR AROUND THE FIELD, SO DON'T HESITATE TO USE AS MUCH WEBBING AS YOU WANT.

IF YOU CAN MOVE AROUND BEHIND CARNAGE AND ACTIVATE YOUR WEB SHIELD, WHEN YOU RELEASE IT, IT WILL KNOCK HIM INTO THE FIELD. DON'T RELEASE THE DOME IF CARNAGE IS IN THE PROCESS OF ATTACKING YOU; IT WON'T MOVE HIM. WHEN YOU DO GET HIM INTO THE FIELD, HE'LL TAKE SOME DAMAGE, AND THE FIELD WILL SHUT DOWN FOR A MOMENT. CARNAGE WILL STAGGER OUT OF THE FIELD AND COME BACK AT YOU.

WARNING!

STAY OUT OF THE FIELD! IT WILL DAMAGE SPIDEY BADLY.

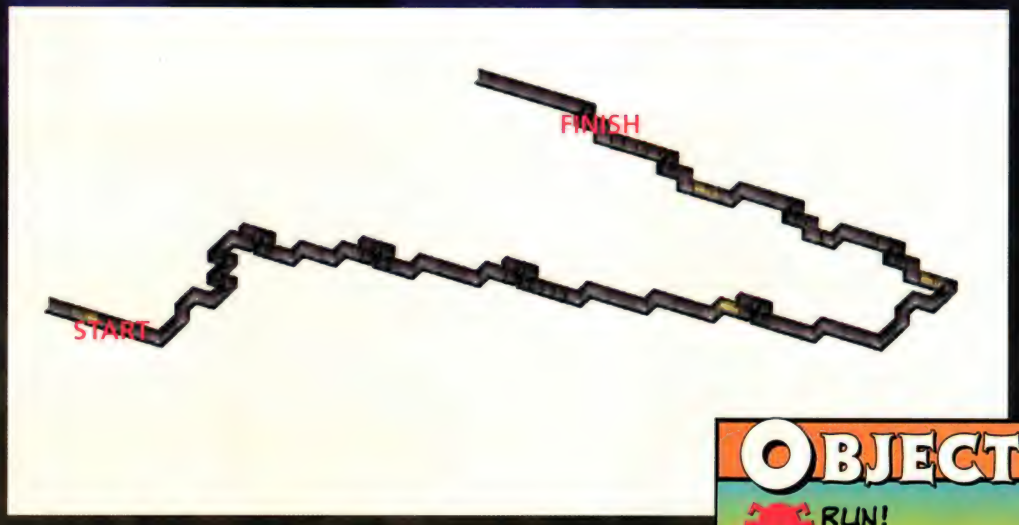
YOU CAN HIT HIM WITH A STREAM OF WEBBING TO STUN HIM FOR A SPLIT SECOND AND THEN KNOCK HIM INTO THE FIELD WITH THREE QUICK PUNCHES. JUST MAKE SURE YOU'RE VERY CLOSE BEFORE YOU FIRE THE WEBBING; IT WILL NOT HOLD HIM FOR LONG AT ALL.



IF CARNAGE GETS ON THE OPPOSITE SIDE OF THE FIELD FROM YOU, HE WILL JUMP OVER IT QUICKLY AND COME AT YOU AGAIN. JUST NAIL HIM WITH SOME WEBBING AND KNOCK HIM BACK INTO THE FIELD, OR FORM A SHIELD BEFORE HE LANDS, LET HIM ATTACK, AND KNOCK HIM INTO IT.

A FEW REPETITIONS OF THIS, AND CLETUS WILL BE KNOCKED OUT—AND THE SYMBIOTE WILL CRAWL AWAY TO RECOVER. ALL DONE? NOT QUITE...

LEVEL 6, AREA 6: SPIDEY VS. MONSTER-OCK!



OBJECTIVES

- RUN!

WALKTHROUGH

THIS QUALIFIES AS A VERY BAD SITUATION. THE WHOLE PLACE IS GOING UP IN FLAMES, AND A MONSTROUS COMBINATION OF DOCTOR OCTOPUS AND THE SYMBIOTE, CARNAGE, IS CHASING YOU DOWN. YOU NEED TO MOVE, AND MOVE FAST, TO GET OUT OF HERE IN ONE PIECE.

TIP!!

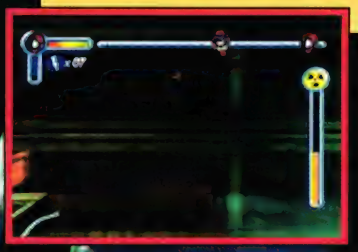
THE MOST IMPORTANT TIP FOR THIS LEVEL IS TO KEEP MOVING; YOU NEED TO BE IN MOTION THE WHOLE WAY OUT.

YOU'VE GOT FIVE LEVELS TO CLIMB, AND YOU MUST STAY AHEAD OF MONSTER-OCK THE WHOLE WAY. IF HE CATCHES YOU, THEN IT'S GAME OVER. THE BEST WAY TO DO THIS IS TO JUMP CONSTANTLY. SWINGING OCCASIONALLY IS FINE, BUT IF YOU SLIP AND SWING OFF CENTER, YOU'LL TOUCH A WALL, STICK, AND LOSE PRECIOUS SECONDS.

ALONG THE WAY, YOU WILL REACH SHAFTS LEADING STRAIGHT UP. JUMP, ZIP-LINE UP TO THE TOP, AND AS SOON AS YOU HIT THE CEILING, DROP AND SWING FORWARD. IF YOU DO THIS IN ONE SMOOTH MOTION, IT SHOULD BARELY INTERRUPT YOUR FORWARD MOMENTUM.

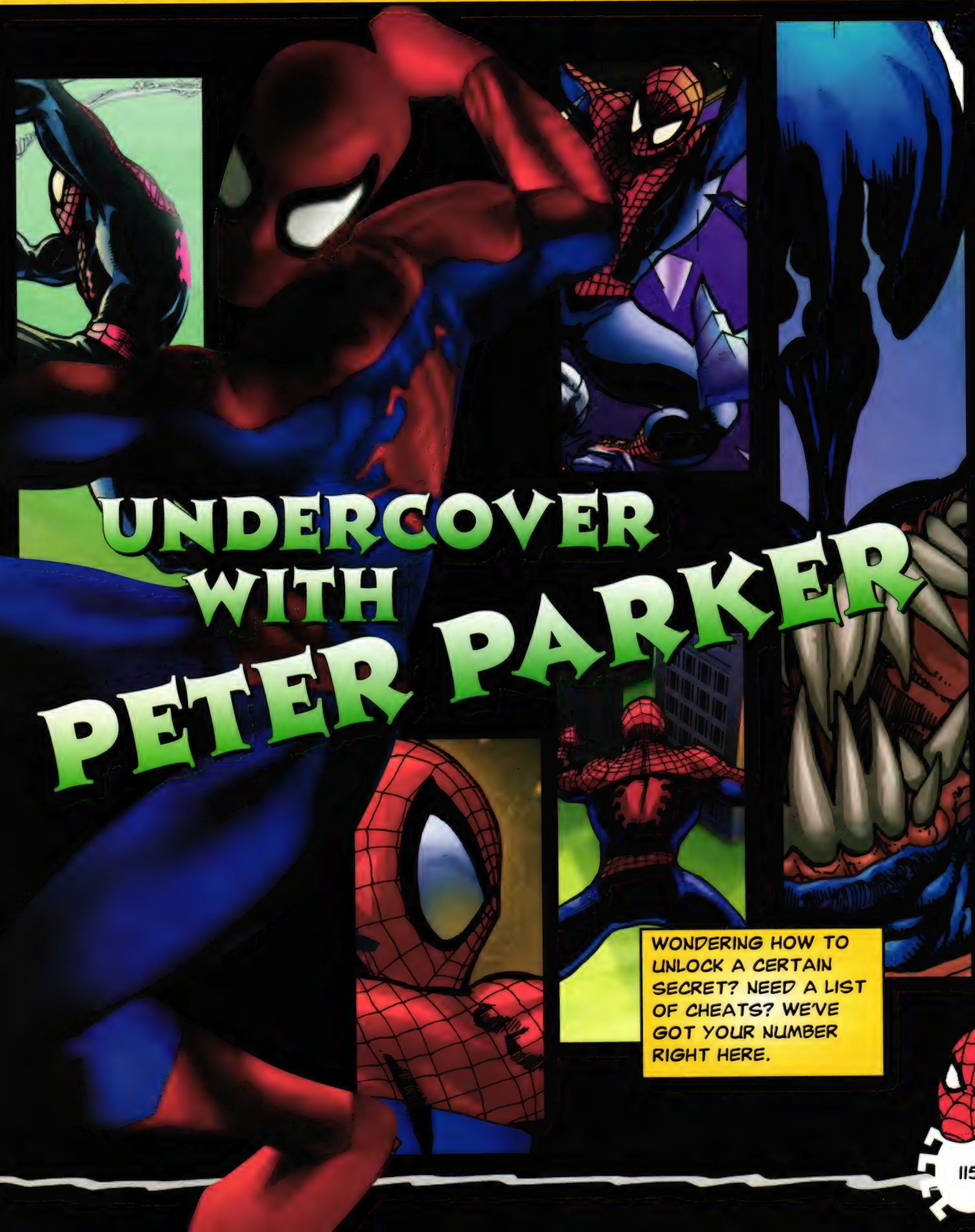
TIP!!

ONE FINAL TIP, YOU CAN ALSO USE THE FORWARD PULL (PRESS FORWARD AND HIT R2) TO YANK YOURSELF QUICKLY TOWARD A WALL UP AHEAD. JUST MAKE SURE YOU DETACH YOURSELF AND GET MOVING AGAIN QUICKLY.



KEEP UP THIS PATTERN AND YOU'LL BE OUT FAST. WHEN YOU REACH THE SURFACE, A GIGANTIC EXPLOSION ROCKS THE COMPLEX, AND SPIDEY BARELY GETS OUT WITH HIS TAIL INTACT. THE SYMBIOTE SHIELDS OCK FROM ANY LASTING DAMAGE, AND SPIDEY GRABS HIM TO SEND HIM OFF TO THE PROPER AUTHORITIES. FOR PETER, HIS LONG DAY IS FINALLY OVER. CONGRATULATIONS, YOU'RE FINISHED.

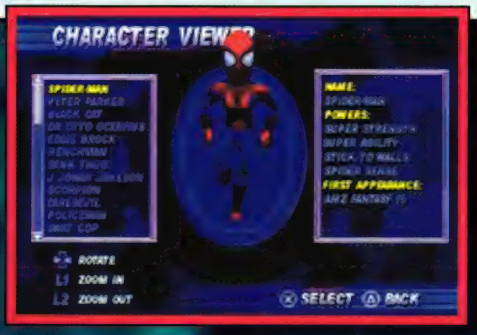
CHAPTER 4


UNDERCOVER WITH PETER PARKER
WONDERING HOW TO UNLOCK A CERTAIN SECRET? NEED A LIST OF CHEATS? WE'VE GOT YOUR NUMBER RIGHT HERE.

BIG HEAD SPIDEY

IN "BUILDING TOP CHASE" (LEVEL 2, AREA 5), TAKE OUT ALL OF THE COPS AND THEN RETURN TO THE BEGINNING OF THE LEVEL. THIS IS DIFFICULT TO ACCOMPLISH, BUT IF YOU SUCCEED, YOU WILL SEE THAT THE FIRST BILLBOARD ON THE TOP OF THE FIRST BUILDING HAS CHANGED TO BIG LETTERS THAT READ, "DULUX." THIS IS A SECRET REFERENCE TO THE BIG HEAD SPIDEY CHEAT CODE.

INPUT DULUX AT THE CHEATS MENU (UNDER SPECIAL ON THE MAIN MENU) TO ACTIVATE THE BIG HEAD SPIDEY CODE.



COSTUMES

SPIDEY HAS WORN A VARIETY OF COSTUMES THROUGHOUT HIS LONG CAREER AS THE WEBSPINNER. YOU CAN ACCESS THEM YOURSELF TO GAIN SOME UNUSUAL ABILITIES.

SPIDER-MAN

UNIQUE POWERS: NONE (ASIDE FROM SPIDEY'S STANDARD POWERS)

HOW TO ACQUIRE: DUCK INTO A CONVENIENT ALLEY

SPIDER-MAN 2099

UNIQUE POWERS: DOUBLE DAMAGE

HOW TO ACQUIRE: COLLECT ALL COMICS ON ANY MODE

SYMBIOTE SPIDER-MAN

UNIQUE POWERS: UNLIMITED WEBBING

HOW TO ACQUIRE: FINISH THE GAME ON ANY MODE

CAPTAIN UNIVERSE

UNIQUE POWERS: DOUBLE DAMAGE, UNLIMITED WEBBING, INVULNERABILITY

HOW TO ACQUIRE: DEFEAT THE GAME ON HARD MODE

SPIDEY UNLIMITED

UNIQUE POWERS: STEALTH MODE (PRESS L2 TO BECOME INVISIBLE)

HOW TO ACQUIRE: FINISH THE GAME A SECOND TIME ON ANY DIFFICULTY

SCARLET SPIDEY

UNIQUE POWERS: NONE

HOW TO ACQUIRE: DEFEAT LEVEL 3, AREA 1 (SPIDEY VS. RHINO)

Ben Reilly

Unique Powers: None

How to Acquire: Defeat Level 4, Area 11 (Spidey vs. Venom Again!)

Quick Change Spidey

Unique Powers: Restricted to two web cartridges

How to Acquire: Score over 10,000 points in Zip-Line Training

Peter Parker

Unique Powers: Restricted to two web cartridges

How to Acquire: Find him in the hidden Kraven room in Item Hunt Training

COMIC COLLECTION

32 COMICS AWAIT YOUR DISCOVERY, SCATTERED THROUGHOUT THE GAME. EACH DEPICTS AN IMPORTANT MOMENT DURING SPIDER-MAN'S LIFE. IF YOU PICK THEM UP, THEY WILL BE ADDED TO YOUR COLLECTION, WHICH YOU CAN VIEW IN THE GALLERY AT YOUR LEISURE.

COMIC	LEVEL	COVER DESCRIPTION
01	BANK APPROACH	AMAZING SPIDER-MAN #1

LOCATION

LOCATED ON TOP OF THE FANTASTIC FOUR BUILDING.

COMIC	LEVEL	COVER DESCRIPTION
02	HOSTAGE SITUATION	AMAZING SPIDER-MAN #200

LOCATION

PICK UP THE CHAIR IN THE CUBICLE IN THE SECOND HALF OF LEVEL.

COMIC	LEVEL	COVER DESCRIPTION
03	STOP THE BOMB!	SPIDER-MAN DEATH OF CAPTAIN STACY #1

LOCATION

FREE THE HOSTAGES LOCATED BY THE BOMB. THEN RUN BACK TO THE ENTRANCE OF THE BOMB SECTION, AND THE COMIC IS LOCATED IN THE HALL JUST BEFORE THE FIRST SECURITY DOOR.

COMIC	LEVEL	COVER DESCRIPTION
04	RACE TO THE BUGLE	AMAZING SPIDER-MAN #25

LOCATION

ON THE SIDE OF THE BIG BUILDING WHERE THE IN-GAME CINEMA IS (TWO HENCHMEN).

COMIC	LEVEL	COVER DESCRIPTION
05	SPIDEY VS. SCORPION	AMAZING SPIDER-MAN #20

LOCATION

DESTROY ALL THE FURNITURE IN THE FIRST ROOM, AND THE COVER WILL APPEAR IN THE MIDDLE OF THAT ROOM.

COMIC	LEVEL	COVER DESCRIPTION
06	POLICE CHOPPER CHASE	AMAZING SPIDER-MAN #16

LOCATION

GO BEHIND THE RIGHT FRONT ROOFTOP BOX ON THE LAST BUILDING. THE HELICOPTER WILL BLOW IT UP AND REVEAL THE COMIC.

COMIC	LEVEL	COVER DESCRIPTION
07	BUILDING TOP CHASE	AMAZING SPIDER-MAN #39

LOCATION

LOCATED INSIDE THE GOBLIN CRANE LAIR.

COMIC	LEVEL	COVER DESCRIPTION
08	SCALE THE GIRDERS	AMAZING SPIDER-MAN #400

LOCATION

LOCATED ON THE LEDGE, LEFT SIDE OF THE BUILDING.

COMIC	LEVEL	COVER DESCRIPTION
09	POLICE EVADED	AMAZING SPIDER-MAN #14

LOCATION

LOCATED INSIDE THE BUILDING WITH THE SKYLIGHTS THAT GET BLOWN OUT. GO TO FACE TOWARD THE END OF THE LEVEL AND TARGET THE BROKEN GLASS AND SHOOT IT.

COMIC	LEVEL	COVER DESCRIPTION
10	SPIDEY VS. RHINO	AMAZING SPIDER-MAN #41

LOCATION

DESTROY ALL OF THE BARRELS IN THE LEVEL, AND THE COVER WILL APPEAR IN THE MIDDLE OF ALL THE ELECTRIC PYLONS.

COMIC	LEVEL	COVER DESCRIPTION
11	CATCH VENOM	P.P. SPECTACULAR SPIDER-MAN #42

LOCATION

LOCATED ON THE GIRDER BUILDING.

COMIC	LEVEL	COVER DESCRIPTION
12	CATCH VENOM	P.P. SPECTACULAR SPIDER-MAN #76

LOCATION

LOCATED ON BUILDING ROOFTOP.

COMIC	LEVEL	COVER DESCRIPTION
13	SPIDEY VS. VENOM	SECRET WARS #8

LOCATION

LOCATED UNDERNEATH THE CAR. LIFT THE CAR TO THROW IT, AND THE COMIC WILL APPEAR.

COMIC	LEVEL	COVER DESCRIPTION
14	SEWER ENTRANCE	SPECTACULAR SPIDER-MAN #229

LOCATION

LOCATED IN THE FIRST HALLWAY. AFTER GOING OUT TO THE CAVERNS, TURN AROUND AND COME BACK.

COMIC	LEVEL	COVER DESCRIPTION
15	SEWER CAVERN	SPIDER-MAN (MCFARLANE) #1 SILVER

LOCATION

LOCATED IN THE SECRET ROOM BEHIND THE WATERFALL.

COMIC	LEVEL	COVER DESCRIPTION
16	SEWER PLANT	P.P. SPECTACULAR SPIDER-MAN #1 (REIB)

LOCATION

LOCATED AT THE END OF THE HALLWAY IF MAKING THE FIRST LEFT TURN.

COMIC	LEVEL	COVER DESCRIPTION
17	HIDDEN SWITCHES	P.P. SPECTACULAR SPIDER-MAN #1 (REIA)

LOCATION

LOCATED NEAR THE THIRD SWITCH AFTER THE FOURTH SWITCH IS PRESSED.

COMIC	LEVEL	COVER DESCRIPTION
18	TUNNEL CRAWL	SPECTACULAR SPIDER-MAN #158

LOCATION

LOCATED BEHIND THE SECOND 'BOX' AFTER THE SWITCH ON FIRST BOX IS HIT.

COMIC	LEVEL	COVER DESCRIPTION
19	THE LIZARD'S MAZE	AMAZING SPIDER-MAN #6

LOCATION

LOCATED BY THE LIZARD AFTER TALKING TO HIM.

COMIC	LEVEL	COVER DESCRIPTION
20	SYMBIOTES INFEST BUGLE	AMAZING SPIDER-MAN #42

LOCATION

LOCATED INSIDE THE FIRST VENT WITH THE HOSTAGE (THE VENT YOU DON'T HAVE TO CLIMB INTO TO FINISH).

COMIC	LEVEL	COVER DESCRIPTION
21	ELEVATOR DESCENT	AMAZING SPIDER-MAN #100

LOCATION

INSIDE THE CORRIDOR, AT THE BOTTOM ON THE LEFT.

COMIC	LEVEL	COVER DESCRIPTION
22	STOP THE PRESSES	AMAZING SPIDER-MAN #50

LOCATION

LOCATED UNDERNEATH THE PAPER STACK IN THE SECOND SECTION. LIFT THE PAPER STACK TO THROW IT.

COMIC	LEVEL	COVER DESCRIPTION
23	BUGLE'S BASEMENT	AMAZING SPIDER-MAN #13

LOCATION

IMMEDIATELY AFTER YOU JUMP THROUGH THE FURNACE TO GET INTO SECTION 2, FOUR PIPES WILL SPRING STEAM LEAKS. GO INTO TARGET MODE, TARGET THE BASE OF EACH LEAK (WHEN THE RETICULE TURNS BLUE), AND SHOOT WEBBING AT EACH. WHEN YOU'VE SHOT ALL FOUR, THE FURNACE ON THE LEFT WILL SHATTER, REVEALING THE COMIC COVER.

COMIC	LEVEL	COVER DESCRIPTION
24	SPIDEY VS. MYSTERIO	AMAZING SPIDER-MAN #311

LOCATION

AFTER ALL OF THE FIRST STAGE TARGETS ARE TAKEN OUT. THE COMIC COVER APPEARS ON FIRST LEVEL FROM THE BOTTOM.

COMIC	LEVEL	COVER DESCRIPTION
25	WATERFRONT WAREHOUSE	AMAZING SPIDER-MAN #129

LOCATION

LOCATED IN THE CRATE ALCOVE.

COMIC	LEVEL	COVER DESCRIPTION
26	WATERFRONT WAREHOUSE	AMAZING SPIDER-MAN #15

LOCATION

PUSH THE LAST GRATING JUST BEFORE THE DROP INTO THE NEXT LEVEL (IN THE FAN VENTILATION PIPES). IT IS LOCATED IN THE SECRET ROOM BEHIND THE GRATING.

COMIC	LEVEL	COVER DESCRIPTION
27	UNDERWATER TRENCH	AMAZING SPIDER-MAN #2

LOCATION

LOCATED IN THE ROOM BELOW THE STARTING ROOM. IN THE SECOND GEAR ROOM, HIT THE HIDDEN SWITCH AND SWING BACK TO THE BEGINNING. THEN GO INTO THE ROOM BELOW THE STARTING ROOM VIA THE DOOR BELOW THE FIRST DOOR, WHICH IS FOUND IN THE FIRST TURRET-FILLED AREA.

COMIC	LEVEL	COVER DESCRIPTION
28	STOPPING THE FOG	SPIDER-MAN 2099 #1

LOCATION

LOCATED IN A SMALL ROOM INSIDE THE LOWER PORTION OF MAIN COLUMN.

COMIC	LEVEL	COVER DESCRIPTION
29	SPIDEY VS. DOC OCK	AMAZING SPIDER-MAN #3

LOCATION

APPEARS FOR A COUPLE OF SECONDS AFTER OCK'S SHIELD REGENERATES THE FIRST TIME.

COMIC	LEVEL	COVER DESCRIPTION
30	SPIDEY VS. CARNAGE	AMAZING SPIDER-MAN #33

LOCATION

APPEARS PERIODICALLY FOR A FEW SECONDS IN THE CENTER OF THE BUBBLE

COMIC	LEVEL	COVER DESCRIPTION
31	SPIDEY VS. MONSTER-OCK	AMAZING SPIDER-MAN #252

LOCATION

LOCATED AT THE FIRST BEND IN THE TUBE.

COMIC	LEVEL	COVER DESCRIPTION
32	SPIDEY VS. MONSTER-OCK	AMAZING FANTASY #15

LOCATION

LOCATED AT THE BEND THREE QUARTERS OF THE WAY THROUGH THE LEVEL.

GAME COVERS

THERE ARE SIX SPECIAL COMIC COVERS IN THE GAME, AND ONCE EARNED, THEY ARE PERMANENTLY ADDED TO THE GAME COVERS SCREEN UNDER THE GALLERY FROM THE MAIN MENU. YOU WILL UNLOCK THE COVERS AS YOU PLAY THROUGH THE LEVELS. IN OTHER WORDS, REACHING ALL SIX LEVELS WILL OPEN UP ALL SIX COVERS.

CHARACTER VIEWER, MOVIE VIEWER, AND STORYBOARDS

AS YOU PLAY THROUGH THE GAME, CHARACTERS, MOVIES, AND STORYBOARDS FOR THE MOVIES WILL BE UNLOCKED AND STORED IN THE GALLERY. THE CHARACTERS AND MOVIES ARE ADDED AS YOU GO: WHEN YOU FINISH THE GAME, THE STORYBOARDS WILL BE ADDED.

SPIDER-MAN BEHIND THE SCENES

WE WERE LUCKY ENOUGH TO GET TO ASK A FEW INSIGHTFUL QUESTIONS OF THE TALENTED STAFF WHO CREATED THIS INCREDIBLE GAME. HERE'S HOW IT WENT.

HOW DID THE SPIDER-MAN PROJECT COME ABOUT? WHAT WERE YOUR FEELINGS ABOUT WORKING WITH SUCH AN AMAZINGLY COOL CHARACTER?

CHRIS WARD (ART DIRECTOR): ACTIVISION HAD ACQUIRED THE RIGHTS TO THE SPIDER-MAN LICENSE AND WERE LOOKING AROUND FOR DEVELOPERS TO TACKLE THIS HIGH-PROFILE CHARACTER. NEVERSOFT HAD FINISHED APOCALYPSE, AND WE'D JUST STARTED THPS (TONY HAWK PRO SKATER). SEVERAL OF THE KEY MEMBERS FROM APOCALYPSE WEREN'T NEEDED ON THPS, SO A PRETTY GOOD CORE TEAM DIDN'T HAVE MUCH TO DO. ACTIVISION SAW THIS AND OFFERED THE SPIDEY LICENSE TO NEVERSOFT. THE REST OF THE TEAM WAS THEN CAREFULLY BUILT UP OVER THE NEXT FEW MONTHS OF DEVELOPMENT.

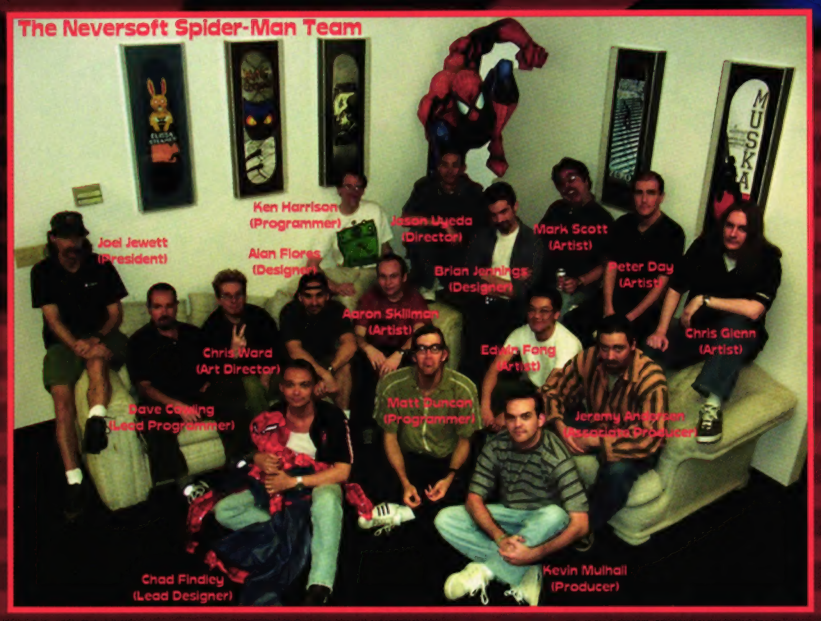
ON MAKING A VIDEO GAME WITH SUCH A COOL CHARACTER? WHO BETTER!! SPIDEY IS NOT ONLY A WELL-DEFINED CHARACTER WITH HIS OWN PERSONALITY AND MANNERISM WHO OCCUPIES A RICH UNIVERSE, BUT HE LOOKS PRETTY COOL AS WELL, ESPECIALLY WITH RESPECT TO BEING A VIDEO GAME CHARACTER.

HE'S ALSO ABOUT THE MOST WELL KNOWN SUPER HERO OUT THERE. LOOK IN THE DICTIONARY UNDER "COMIC BOOK CHARACTER" AND YOU'LL FIND SPIDEY. EVERYONE ON THE TEAM HAD GROWN UP WITH SPIDEY. MAN, WE WERE STOKED!!!

THERE IS SOMETHING OF A BAD REPUTATION ATTACHED TO MANY GAMES BASED ON COMIC BOOKS, A REPUTATION THAT SPIDER-MAN FIRMLY SHATTERS. WAS THIS ON YOUR MIND WHILE YOU WORKED ON THE GAME?

JOEL JEWETT (EXECUTIVE PRODUCER): YOU BET. WE SOLVED THE PROBLEM BY SPENDING NEARLY A YEAR ON JUST MAKING SURE THAT PLAYER CONTROL, AND ALL THE THINGS THAT OUR SPIDEY CHARACTER COULD DO, REALLY CAPTURED THE SPIDER-MAN THAT FANS KNEW AND LOVED. WE DID THIS KNOWING THAT WE HAD TO MAKE A GAME THAT WOULD APPEAL ACROSS A WIDE RANGE OF AGES. SO THE PROCESS REQUIRED MAKING A NUMBER OF TRADE-OFFS, AS WELL AS TRYING A GOOD NUMBER OF THINGS THAT DIDN'T WORK. ONLY WHEN THE CHARACTER FELT GOOD DID WE REALLY START TO LAY OUT LEVELS. AND THEN WE STILL CHANGED THINGS ABOUT THE CHARACTER AND HOW HE WAS CONTROLLED UP UNTIL WE SHIPPED THE GAME.

WE ALSO KNEW THAT WE HAD TO STAY TRUE TO THE SPIDEY UNIVERSE, TO A DEGREE THAT WOULDN'T LET DOWN EVEN THE MOST DIE-HARD FANS. AND BELIEVE ME, WHEN YOU THROW THAT INTO YOUR GAME DESIGN MIX, YOU CAN COME UP WITH A FEW PRETTY COOL THINGS, AS WELL AS A FEW PRETTY SOLID HEADACHES. IN THE END THOUGH, WE HAD A GREAT TIME DOING IT.



IN THE GAME, THERE IS A STRONG REPRESENTATION OF MANY CHARACTERS FROM SPIDEY'S LONG HISTORY. ARE THERE ANY YOU WISH YOU COULD HAVE DONE MORE WITH?

DAVE COWLING (LEAD PROGRAMMER): *FROM A TECHNICAL PERSPECTIVE, THERE WERE SEVERAL EFFECTS THAT WOULD HAVE BENEFITED FROM A MACHINE WITH GREATER PROCESSING POWER. WE KNEW EARLY ON FROM HAVING DOC OCK IN THE GAME THAT SOME FORM OF CURVE RENDERING WOULD BE BENEFICIAL (FOR HIS TENTACLES). WE DEVELOPED BEZIER SPLINE INTERPOLATION ROUTINES THAT ENABLED THE ANIMATORS TO SPECIFY OCK'S ARMS USING ONLY A FEW CONTROL POINTS. THE CODE GENERATED 3D, SMOOTHLY INTERPOLATED, TEXTURED AND ENVIRONMENT MAPPED MODELS FROM THIS VERY SIMPLE CURVE DATA. THE TENTACLES LOOKED FANTASTIC, BUT UNFORTUNATELY THE PSX JUST COULDN'T DEAL WITH ALL THE PROCESSING REQUIRED. WE DID MANAGE TO USE IT FOR SCORPION'S TAIL, BUT IN THE END THE TENTACLES HAD TO USE A CUT-DOWN VERSION OF THE CODE, WHICH GENERATED THE CURVES IN 3D, BUT RENDERED THEM USING SPRITES.*

WHAT WAS THE MOST DIFFICULT PART OF THE DESIGN PROCESS? THE EASIEST?

CHAD FINDLEY (LEAD DESIGNER): *LEVEL LAYOUT WITH A CHARACTER THAT CAN LITERALLY GO ANYWHERE IS A HUGE CHALLENGE, SO THAT WAS ONE OF THE MOST DIFFICULT ASPECTS OF DESIGN FOR THE GAME. THE EASIEST WAS HAVING A CHARACTER WITH A SOLID SET OF ABILITIES; IT MADE DECISION MAKING ON THE CHARACTER MUCH EASIER.*

INQUIRING GAMERS WANT TO KNOW: WILL THERE BE MORE SPIDEY IN THE FUTURE?

KEVIN MULHALL (PRODUCER): *THAT QUESTION ALWAYS POPS UP ON US. WELL, WE THOROUGHLY ENJOYED WORKING ON SPIDER-MAN, FROM THE START TO THE FINISH OF THE PROJECT. IF WE WERE PRESENTED WITH THE OPPORTUNITY TO WORK ON ANOTHER SPIDEY GAME, IT WOULD BE HARD FOR ANY OF US TO TURN IT DOWN. WE'LL ALL HAVE TO WAIT AND SEE WHAT LIES AHEAD FOR US!*

UNLEASH THE WEB-SLINGING WALLCRAWLER INSIDE YOU!

YOU'VE GOT THE POWERS—SUPERHUMAN STRENGTH AND REFLEXES, ARACHNID-LIKE CLIMBING ABILITY, AN UNCANNY SENSE OF DANGER, AND, OF COURSE, THE WEB SHOOTERS. YOU CAN, AS THEY SAY, DO WHATEVER A SPIDER CAN. BUT WITH AMAZING POWER COMES AWESOME RESPONSIBILITY—YOUR MOST INFAMOUS ARCHENEMIES, NOT TO MENTION THE ENTIRE NYPD, ARE READY TO TAKE YOU DOWN. IT'S EITHER YOU OR THEM. TIME TO SWING INTO ACTION!

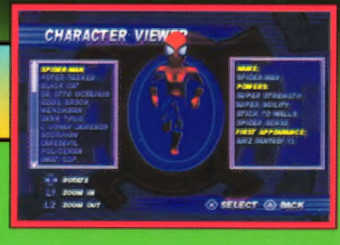
CATCH THE THIEVES . . . JUST LIKE FLIES!

COMPREHENSIVE STRATEGY—
STEP-BY-STEP WALKTHROUGHS FOR EVERY LEVEL AND AREA!

3D LEVEL MAPS—
FIND YOUR WAY THROUGH EVERY ENVIRONMENT!

EXPERT BOSS-FIGHTING TACTICS—
DEFEAT SCORPION, VENOM, RHINO, & OTHER NOTORIOUS SUPER-VILLAINS!

GAME SECRETS AND BONUS INFO—
ALTERNATE COSTUMES, COMPLETE COMIC LOCATIONS, ***AND MORE!***



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